

# ADVANCE

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## TOMB RAIDER

Buxom bravery!  
Fancy having Lara  
in *your* pocket?

## DOOM II

World first review  
of the bleeding-  
edge blaster!

Eat This!

# 79

GBA games  
reviewed!

BITE ME!

# YOSHI'S ISLAND

The only review that counts  
and a 23-page player's guide

## TONY HAWK'S 4

Kick-flip, pop-shove-it, rocket air!  
We speaka da lingo 'cos... Tony back!



## SPIDERMAN

The web-chucking arachno-  
man swings onto your GBA!





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The Getaway (PS2)



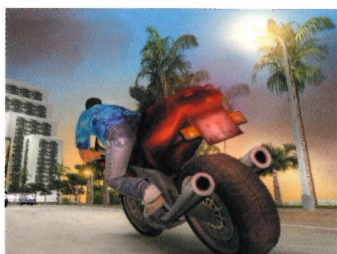
F-Zero (GC)



Network Biohazard (PS2)



Viewtiful Joe (GC)



GTA: Vice City (PS2)



Biohazard 0 (GC)



Splinter Cell (Xbox, PC)



Legend of Zelda: Winds of Takuto (GC)



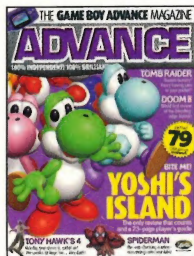
Final Fantasy X-2 (PS2)

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## ADVANCE MAGAZINE IS GOOD TO GO... HOLD TIGHT!

Hello there. As you can see from my precarious perch atop a grunting dino-beast, it's Yoshi time. Indeed, in this edition of your favourite GBA munching Bible, it's Yoshi BIG time. We've got the lot. The everything. We took it all and then grabbed a bit more on the way out. Traverse finger-ways to the page marked helpfully with a 26 and you'll dive headlong into our review of the blisteringly good jumpy-jumpy-chucky-eggy platform god. And once you've read that it's the bomb (it is) and blasted shopward pockets full of folding, bagged a copy, played it and are in need of a secrets-blowout, hit page 103. We've trawled the game with a tip-comb and everything you simply must know is sprinkled on our massive 23 page guide. Plus, we've got more reviews than ever before. 79 GBA games played and rated. Impressed? Well you will be when I tell you that highlights among them include *Tony Hawk's Pro Skater 4*, *Ecks Vs Sever 2*, *Star Wars 2: New Droid Army*, *Spider-Man The Movie* and the first review anywhere of *Metroid Fusion*. Also hit page 19 and learn the secrets of the GBA's future. Big stuff. Big news. Big games. Just what you'd expect from the UK's premier GBA phantasma-mag. I'll tell you something though, I'm not sure this hat's really me. Enjoy the issue.

**Stephen Pierce,**  
Editor



WANNA KNOW...  
THE GBA'S  
FUTURE?  
go to page 19



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Nintendo's big shooter kinda shoots stuff! Yay!

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Ow! I can't feel my legs, I can't feel my legs...

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It's the new film. Only not in any way at all.

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Still the bad-boy or just a bit past it?

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It's Star Wars man! That's got to be good. Hasn't it?

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Swing along to the max. Wristy string rules.

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# SUPER MARIO ADVANCE 3 YOSHI'S ISLAND

The big one! Brilliant gameplay, eye-kissing graphics; it's the bomb-diddy! Check the review p26 and playguide p103!





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EVERY GAME REVIEWED

GAMES HIGHLIGHTED IN YELLOW SCORE 80% OR ABOVE!

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Winter 2002

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A world first, get Linked with four mates.



**FINAL FANTASY**  
We sift the rot from the not - what's going on?



**DAREDEVIL VS IRON MAN**  
Not literally of course, but kind of. You'll see...



**MINORITY REPORT**  
Imagine an even smaller Tom Cruise.

**PLUS!**  
LOADS OF OTHER TOP  
SECRET FACT-BLASTS!

THE NEW  
GBA?  
(TURN TO P19  
AND FIND OUT)



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2003 and beyond - the GBA grows up!

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Cheat the sting of the fangs with these secrets.

**TONY HAWK'S 3**  
Unlock the extras and be very, very phat indeed.

**TUROK EVOLUTION**  
All the level passwords for this jurassic lark.

AND MOUNDS MORE!

PLUS!



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All the fact 'n' fancy you need to hammer into your skull-parts.

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Snaffle a Blaze TV Tuner and never miss *Watercolour Challenge* again.

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Everything ever (pretty much) reviewed and rated.

## GAME OVER 130 NICE GAMES

Liberal, right-thinking gamery for these troubled times?

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FULL PLAYING GUIDE  
**YOSHI'S ISLAND  
EXPLODED!**

It's all here. The bosses, the secrets, the mini-games. Lovin' it.

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# ADVANCE WARNING

Double-fresh GBA facty-things

“Designers worked all hours to give each temple and dungeon its own look...”

FROM: NINTENDO OUT: TBC ANTICIPATION: ★★★★★

## LINK LINKS UP!

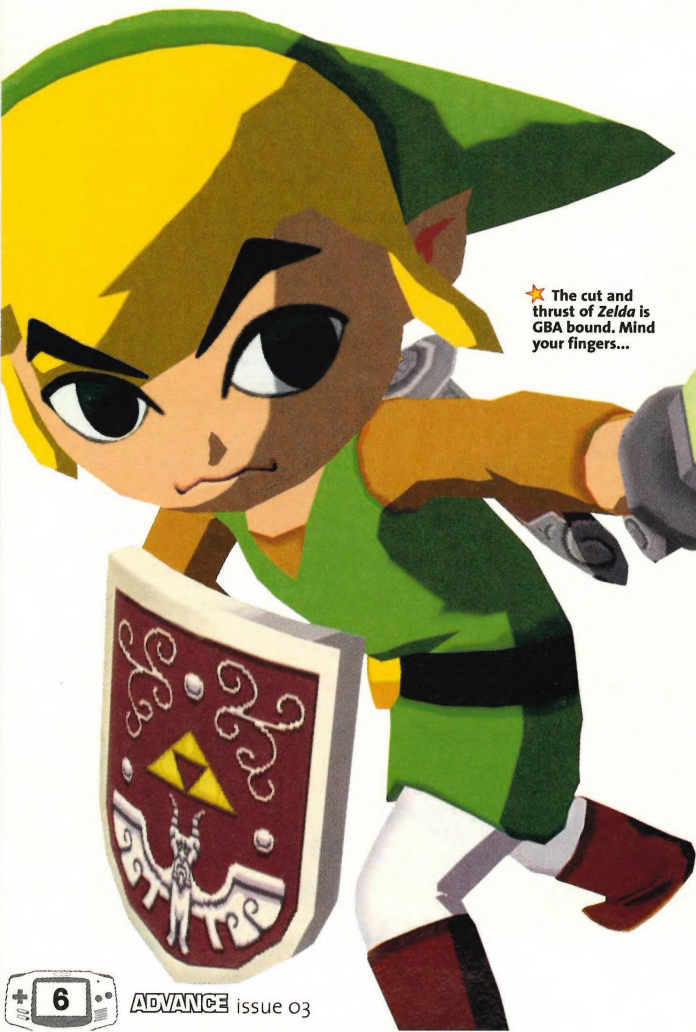
Finally, *Zelda* lopes onto GBA with some surprising extras!

★ The cut and thrust of *Zelda* is GBA bound. Mind your fingers...

**Z**elda. The name's up there with Mario as one of the most respected in the videogame cannon, and he's hitting your GBA early next year (we reckon). Of course, this isn't the first handheld outing for the diminutive adventurer, he's had three separate run-outs on the Game Boy in Link's *Awakening* and on the Game Boy Colour in *Oracle Of Seasons* and *Oracle Of Ages*. But to herald Link's debut on the GBA Nintendo is bringing him back in what is widely considered to be his finest 2D adventure, *A Link To The Past*. The game was originally released on the SNES a decade ago, yet while the main GBA game is a direct transfer of the original, a brand new link-up game will be included called *Legend Of Zelda: The Four Swords*.

First the main game... The story is complex and involving and sadly we're without the space here to do it all justice. Suffice to say the lands of Hyrule are in peril, confidence in the king is low and rumour is rife that the king's advisor, wizard chappy Agahnim, is in receipt of rather too much control.

This is where the tale kicks off and players will be amazed at the depth of detail in the environments – designers worked all hours to give every temple and dungeon its own look, banishing the basic colour changing techniques employed on some of the NES's earlier *Zelda*-thons.





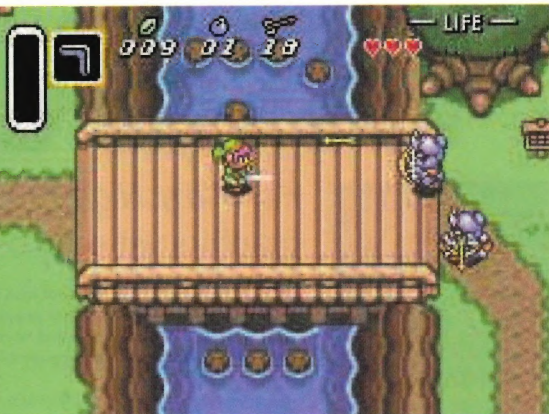
# What colour will you be?

**WORLD FIRST**

## Zelda in four-player shocker!

In the brand new four player game *The Four Swords* you've got to try and get rupees for yourself, but if you don't work together too, you won't get very far. Some items are picked up by one player but must be used together. For example, you can find some boots which will bestow the ability to fly up the side of a wall, yet this high-jumping Link has to push the other regular ability Links up too. Or must he? We predict that this fantastic new multi-player game will hail the end of many good friendships.

★ Fight the little skull men, but do it together. Don't run off and leave one man, that's not on. However...



Everything from the original will be crammed into the GBA's innards. The same super-deformed sprites, the jolly bounce-along sound tracking, even the atmosphere-cranking rain effects. Control of Link is whittled down perfectly to the GBA's four buttons and the dungeon and external areas scroll along with Link in a wonderfully effective fashion.

## 1 x 4 = hot molten fun (and four, maths fans)

The real boon for *Zelda* fanboys is the inclusion of the four-player link-up game. Each player controls a different coloured cel-shaded Link (he's actually based on the GameCube's model, fact fans) and the idea is that you all work together to complete a dungeon's dilemmas and horrors. But it's also about finishing with the most rupees at the end, so totally selfless it is not.

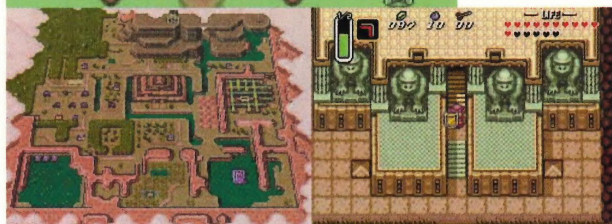
The resultant fancy ends up working like a strategic version of *Gauntlet*. You work together and for your own ends. Sometimes a player must pick up another Link and toss him at a switch to let the others cross. On other occasions all four players must stand on the same spot to trigger a door. Players don't get penalised for biting the bullet, though the time it takes to re-materialise does eat into your rupee snaffling.

Nintendo is being coy when we'll see this great looking title on UK shores, but it's pencilled in for release Stateside on December 9th, so we think early 2003 should be a safe bet.



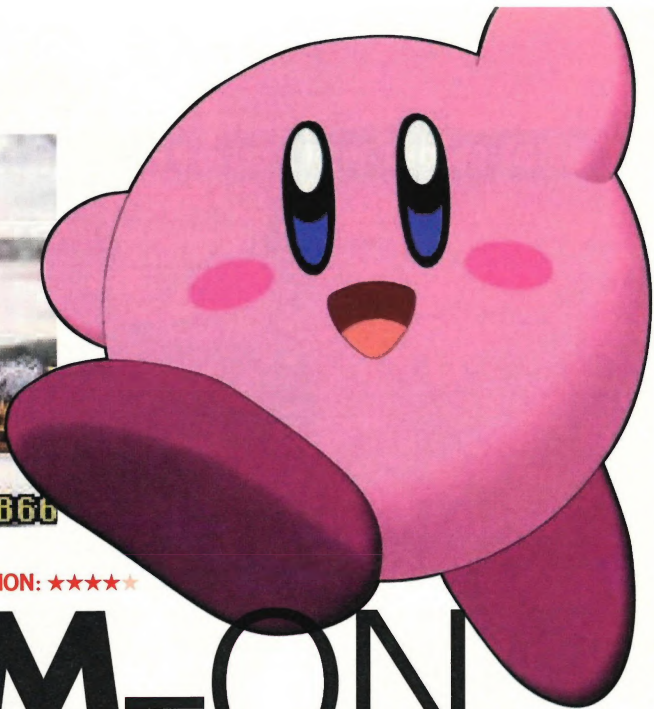
★ This game may be knocking on a bit, but for GBA bobs and RPG beardies, it's still one hell of a title. Believe!

WANT MORE ELVEN GUBBINS?  
**The Two Towers**  
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# ADVANCE WARNING

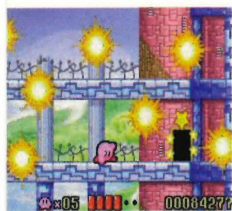


★ The title looks fantastic, but will it play as well?

FROM: NINTENDO OUT: SPRING 2003 ANTICIPATION: ★★★★★

# DREAM-ON

Has Kirby: Nightmare in Dreamland got the best graphics yet seen on the GBA?



★ Mouth watering graphics like these could make Kirby a smash hit. Cute, yes, but very sharp and tidy.

**O**k, this spherical guy may not look too tough, but our rotund friend here has been popping up in video games for ten years now and he can float over dangerous obstacles, eat enemy projectiles and copy his enemies' abilities. So there.

The unpleasant, irritating and downright bad King Dedede has stolen the Star Rod (Let's all hear a boo.) Apparently this glorified stick fuels the Fountain of Dreams, so, unable to dream, the poor residents of Dream Land (who comes up with this stuff?) are unsettled and the land is rife with turmoil. Solution? Kirby must bound about collecting up fragments of the Star Rod from Dedede's minions and ultimately restore the Fountain of Dreams so it can, once again, manufacture lovely-sleepy-thinkings. The Kirbyster's penchant for eating and then emulating his foe's attacks makes him one powerful mother. In total he can transform into 24 amusing and, indeed, nails forms. Via the magic of the GBA link cable four players can indulge in Kirby's fantastical voyage at the same time in a cooperative fashion if all mates have their own copy. However, with just one copy multi-player mini-games will still be on offer.



*In total he can transform into 24 amusing and, indeed, nails forms.*

## INCOMING

They're on their way to your GBA. We're poets and we're aware of it.



### A SERIES OF UNFORTUNATE EVENTS

- Activision
- TBC 2003

Having sold over 6.3 million copies in the US, Lemony Snicket's books will get even more attention when the live-action movie of the series emerges in late 2003. Will the game live up to the hype?

ANTICIPATION: ★★★★★

### HE-MAN: POWER OF GRAYSKULL

- TDK Mediactive
- Spring 2003

Based on the 80s, just home from school, cartoon, He-Man must defend Eternia through 13 levels involving swordfighting and vehicle based battles. There are also 15 cut scenes featuring cartoon action.

ANTICIPATION: ★★★★★







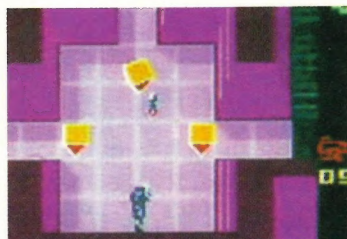
IS THAT A

FROM: KONAMI OUT: TBC 2003 ANTICIPATION: ★★★★★

## SNAKE IN YOUR POCKET?

Miniature *Metal Gear* on your GBA

**G**ame god Hideo Kojima, the creator of the *Metal Gear Solid* games on Psone and PS2, has confirmed that he's working on a GBA game. Could it be that the game in question is none other than *MGS2*? The clever money says yes. With the recent release of *MGS2 Document* in the US and the forthcoming *MGS2 Substance* due to hit PS2s in the new year it would appear that Kojima is trying to squeeze as much mileage as possible from his creation. Those with non-goldfish memories will recall *Metal Gear Solid* reaping rave notices back in 2000 on the Game Boy Colour. Let's just hope Kojima beefs up that nancy-boy Raiden a bit for his GBA outing, all that cart wheeling about looks a bit, well... wet?



★ Old shots from the Game Boy Colour *MGS*. Doesn't look like much now, but it played brilliantly. Just imagine a GBA version?

FROM: CAPCOM OUT: SPRING 2003 ANTICIPATION: ★★★☆☆

## TETRIS INTO FIGHTING WILL GO

*Super Puzzle Fighter II Turbo* is GBA ways...

**A** fine puzzler on the Psone, Capcom are now bringing the title to your favourite handheld. Full up with dwarven *Street Fighter* and *Darkstalkers* fist-happy bruisers, the game offers its battling via the medium of gravity subservient geometric shapery.

You line up the falling blocks a la Tetris in an effort to clear you screen and in doing so heap the pressure on your opponent by sending a delivery of unwanted blocks on his head. And the familiar fighting chaps? Well they're just there to look nice, if truth be told, although

they do kick-off in a most grinsome fashion when you pull off a selection of combos. This is perfect, simple, easily playable GBA fodder. By not trying to do too much, and keeping things clean, crisp and just damn playable, this could be a major player in early next year.



★ Leave him Ryu, he's not worth it. Titchy *Street Fighters* bash each other as the colours fall.

## BUFFY THE VAMPIRE SLAYER

- THQ
- TBC 2003

The ever-lovely Sarah Michelle Gellar's vamp skewerer has appeared on the Game Boy. Will it be a third-person key hunt or a side-on platformer? Either way there'll be loads of banging wood through undead chesty-parts to be done.

ANTICIPATION: ★★★★★

## THE SIMPSONS ROAD RAGE

- THQ
- TBC 2003

THQ have licensed the yellow family's driving fest for the GBA. It's had a run out on the PS2 and the inevitable similarity with *Crazy Taxi* was remarked upon. *Crazy Taxi* was unanimously the winner. Let's hope the GBA version can improve the game's standing.

ANTICIPATION: ★★★☆☆





# ADVANCE WARNING

There'll be an announcement regarding *Final Fantasies I and II* on the GBA.



★ The FF world. Coming to a GBA near you?

FROM: SQUARE OUT: TBC 2003 ANTICIPATION: ★★★★★

## FANTASIES? FINAL? HARDLY!

Rumour, half-truths, whispers... What the hell's going on with *Final Fantasy* and the GBA?

Where to begin? Over the last six months or so, barely a day has gone by without some *Final Fantasy* meets GBA story surfacing on the internet. So what's true? To be honest, we're still not completely sure, but what follows amounts to the best the *Advance* team of crack-fact-harvesters could steal, beg and cajole, enjoy...

### Rumour: Final Fantasy Tactics Advance

**The intelligence:** Whispers suggest that the original release date for *Final Fantasy Tactics Advance* in Japan has slipped from Winter 2002 to 2003 um... sometime. This will undoubtedly have an impact on the release date in the UK. But the news is good. We're going to get it, but what exactly is it? Well, it's a turn-based battle game with two main male characters and one

female lead. The female is called Ritz and is a student, the two boys are by-numbers Square characterisation – Mash is strong willed, while Myu is shy and moral. The game introduces three new systems to the *FF Tactics* world, namely, Judgement (determines the order of action), Kuran and Region Create. The only other detail is that when a character reaches a defined level, they can select a new job.

**The likelihood:** This is so happening. Early (ish) next year would be our guess.



★ "There's a time to discuss new drapes. Not now!"



★ We could tell you what it says. But we won't.

### WOLVERINE'S REVENGE

- ACTIVISION
- TBC 2003

Wolverine faces a race against time to find an antidote to a viral bomb he's discovered in his body. Super-enemies include Juggernaut, Magneto and Sabertooth. Voice talent by (oh good lord no!) Mark Hamill.

ANTICIPATION: ★★★★★

### JAZZ JACKRABBIT

- JALECO ENTERTAINMENT
- TBC 2003

All-new adventuring for the old PC stalwart Mr J Jackrabbit. Traditional shoot 'em up platforming with a comedic bent, that will include a four-player frag war. We are very much hyped for this one.

ANTICIPATION: ★★★★★

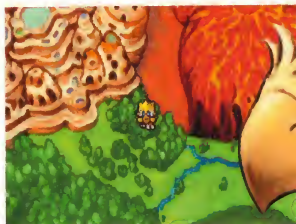




## Rumour: Chocoboland

**The intelligence:** This game stars the out-sized poultry raced to such acclaim in the PSone's *Final Fantasy VII*. The title revolves around traditional dice games and it's an updating of the Jap-tastic-befoolery Dice de Chocobo. Interested? No, us neither. Word has it it'll be released in Japan before Christmas.

**The likelihood:** The game will exist in Japan soon. The chances of it coming to the UK are somewhat slim though.



★ **Some land.** One would suggest, from the title, that Chocobos live there.



★ **Hit. Points. Numbers.** Confusing. Help.

## Rumour: Final Fantasy III

**The intelligence:** The cyber-net is rife with suggestions that *FFIII* will (not might) be coming to your favourite handheld. It's a ten year old NES game, but it would still kick some serious beardy-arse if it happens. Japanese magazine *V-Jump* has reported that Square will be converting the third game in the series

(but not the US version of *Final Fantasy III*, which was, in fact number six in Japan, um... obviously?) which was originally destined for the Jap-only handheld the Wonderswan.

**The likelihood:** It would be wonderful. *Final Fantasy I* and *II* are being converted to the PSone so anything seems possible.



★ **An image from a simpler time.** Basic to look at, but a cracking, long, and fascinating play experience.

## Rumour: Final Fantasy: Crystal Chronicles

**The intelligence:** It's a Gamecube game. It looks great. It's out in summer 2003. And you can unlock extra bits via your GBA.

**The likelihood:** Oh it's happening all right. But it's not a GBA game as such, so...



★ **Majorly swish.** This game has got Gamecube owners hot and hotter.

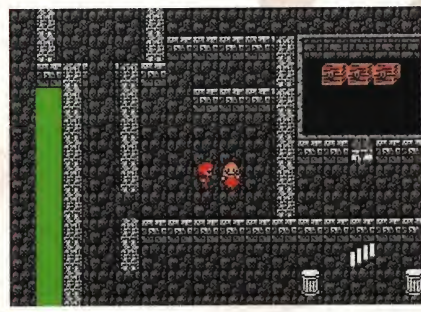


★ **Mind-tearingly smart graphics.** Wonder when it'll be on a handheld?

## Rumour: Final Fantasy I and II

**The intelligence:** *Famitsu*, Japan's leading read for video gamers, has implied that there'll be an announcement regarding *Final Fantasies I* and *II* on the GBA imminently. *Final Fantasy I* originally appeared on the NES back in 1990 and told the tale of four travellers helping the needy with their disparate powers. *FFII* was a big step forward both visually and aurally. The story here is of The Red Wings a group of fliers and their hunt for four crystals.

**The likelihood:** We think an announcement is due any day. They'll come over to the UK in the Summer, we think.



★ **Where it all began.** Bit like *Gauntlet* really, isn't it? Only with a small girl in a dress. Mmm... girl in dress.



### GOLDEN SUN 2: THE LOST AGE

- NINTENDO
- SPRING 2003

Continuing from the cliff hanger ending of the original the title rapidly introduces a bundle of new characters. This is big-brain-bating RPG people, the battle system is brassy, bold and beautiful. Awesome!

ANTICIPATION: ★★★★★

### CANNED! GRAND THEFT AUTO 3

- TAKE 2
- NEVER

Sorry to be the bringer of bad vibes, but the news on *GTA3* is not good. It's not going to happen. No roaring round streets, hitting random people for you GBA faithful.

ANTICIPATION: None (sob)







★ It's basically a shrimp, isn't it? Only like, really big, and with guns. The seafood connection is never really explained.



FROM: TAITO OUT: SPRING 2003 ANTICIPATION: ★★★★★

## OLDER AND WIDER

*Darius R's still got lead in its pencil*

**D**usty, sci-fantastic, coin-op *Darius R* is swooping in to bomb your GBA in the new year. And aside for the unfortunate connotations the game's name now has (Well, he is a tool – Ed) nothing much has changed. The original *Darius* was quite an interesting arcade title, mainly because its gimmick was its three screens, giving the impression of a much wider, scrolling playing area than had been seen before. Needless to say, the title

won't be coming to the GBA with a pair of strap-on screens. But everything else looks intact, right up to the trademark alien craft in the shape of massive aquatic botherations. *Darius R* has an Arcade mode and a One Stage mode and will be packed to the um... gills with 15 levels. You will be able to choose your route through the game and you can only tackle five of the 15 levels per game. This is one fogey that ain't going to just lay down and die.



FROM: GMX MEDIA OUT: SUMMER 2003 ANTICIPATION: ★★★★★

## SAY WHAT?

Yes, it's called *Kien*. No, we don't know what it means either...



**O**dd name. Great looking game. Brit-soft bad-boys GMX Media are to expel this fascinating looking platform-action-RPG from their workshops in the first half of 2003. It's got 23 levels and chucks out a fair non-linear quest as you guide a pair of heroes against some kind of generic evil power. Details, as you've probably gathered, are sketchy at the moment, but one gander at these screens suggests that crap name or not, we should all be interested in the evolution of *Kien*.

★ It's the whole big-head little legs vibe again. We've seen this before, but it does look sweet.

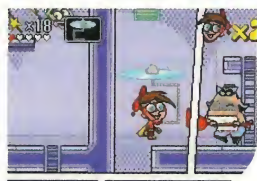
WANT MORE...  
TINY TOUGHIES?  
BLACK BELT  
CHALLENGE  
go to page 69

FROM: NINTENDO OUT: SPRING 2003 ANTICIPATION: ★★★

## “CHILDREN COVER YOUR EARS!”

*Fairly OddParents: Enter the Cleft* – that sound rude to you?

**T**his is a Nickelodeon cartoon, apparently. In the game players take the role of ten-year-old Timmy Turner's super-alien Cleft the Boy Chin Wonder. He's the sidekick of The Crimson Chin, but sadly the big Chin has been kidnapped so it's up to Chin Wonder (can't believe we're writing this) to save him. Five areas, consisting of 20 levels, stand between you and victory and as you progress you'll interact with numerous characters from the show. There's also a bunch of power-ups to be



grabbed and stored in your chin. These number a baseball bat, a skateboard, a rope, a gyro and a megaphone. If you haven't seen the show, you're probably as baffled as us. It'll be out in the UK come February 2003.





★ As we all remember him. Flying down a rope, breaking crates, grabbing apples. Is this even a new game?

FROM: VIVENDI OUT: SPRING 2003

ANTICIPATION: ★★★★★

## FUR GOODNESS SAKE

Oh yes. Crash is back, and this time he's N-Tranced?

**T**his sequel to *The Huge Adventure* takes place directly after the original finishes. N. Tropy is being typically bad as he's teamed up with the equally daffy named N.

Trance to brainwash Crash's chums and turn them evil. So our ever able Bandicoot must take on his own mates to rescue their furry hides or lose them for always-time.

With more than 40 levels within eight environments this is going to mean a lot of jumping, smashing crates and dashing about like a wolf with a sort-of-man-face. There's going to be head-to-head action in there, three new types of crates (Freeze, Copter and Magic Carpet) and a couple of new special moves too (Rocket Jump and Super Slide). The player will also be able to take the role of Coco and Crunch and take the controls of numerous vehicles. It sounds superb, although all this N. Tropy, N-Tranced business sounds a bit 80s dance act to us?

FROM: ACCLAIM OUT: SUMMER 2003

ANTICIPATION: ★★★★★

## THE MAN IN THE MIRRA

It's Freestyle BMX 3 and no, your old Grifter won't do...

**D**ave Mirra Freestyle BMX 3 will let the armchair bi-wheel-jockey perform over 1000 tricks, either as a custom-made chappy or one of the pros. Ryan Nyquist, Colin Mackay, Mike Laird, "Luc-E" Englebert, and, naturally, Dave Mirra are all available to take on the title's 11 different trick-scapes.

There'll be oil tankers and airports and all will demand of you mastery of the classic vert, street, dirt, and flatland abilities. Also shoehorned in will be a multi-player link-up in which you'll be able to unseat your great mates. Will there be enough to unseat the Hawkster? We'll have to wait until the middle of next year to find out.



★ From these grabs it's looking mighty fine.

WANT MORE...  
BI-TYRE JAPES?  
MAT HOFFMAN'S  
go to page 81

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# ADVANCE WARNING

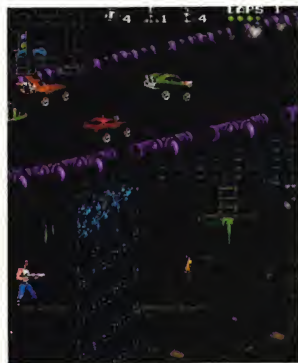


★ A fine array of facial hirsuteness indicates the location of the wayward Vikings. Perhaps they are lost on the way to the barber? Perhaps. But they're not are they. No. Almost certainly they're not.

FROM: BLIZZARD OUT: TBC 2003 ANTICIPATION: ★★★★★

## WHICH WAY TO VALHALLA?

*The Lost Vikings* find their way onto GBA



★ Rock and Rolling at the top and below. Blackthorne shoots a waterfall.

Yet more old SNES game-craft, shrunk to fit. This time it's Blizzard Entertainment's *The Lost Vikings*. The game has three bearded, pelt-sporting Norsemen each with unique skills. They are able to overcome any obstacle when working as one, which is convenient as this demands a clear understanding of their individual skills. It's a bit like *Lemmings*, only with swords. And horny hats. It was never quite a classic, but we reckon it's well suited to GBA transference. Blizzard are also coughing up another pair of titles around the same time. *Rock and Roll Racing* places the player behind the wheel in a demolition smash 'n' bash race. There'll be a variety of mobiles, all of which can be kitted out with some deft weaponry. A two-player game will also be offered. *Blackthorne*, on the other hand, is an adventure which eschews pointy hats and wands for one Kyle Blackthorne, a gun-bunkers commando battling alien uglies in a galaxy, presumably, far, far away.

WANT MORE  
SWORD STUFF?  
DEFENDER OF  
THE CROWN  
go to page 54

FROM: SEGA  
OUT: TBC 2003  
ANTICIPATION: ★★★★★

## TREAD CAREFULLY

*Sega Rally* is raring to rev on the GBA

Scheduled for release in Japan on December the 19th, it can only be a matter of time before the mighty *Sega Rally* finds its way to these shores.

At the moment little is known as to the content of the title, but at least these screenshots give you an idea of what to expect. We do know, however, that the title will incorporate a four-way link-up and three different driving perspectives. We hope to see *Sega Rally* sometime in February and expect it to challenge *Colin, V-Rally* and *GT Advance 2* for the off road crown.



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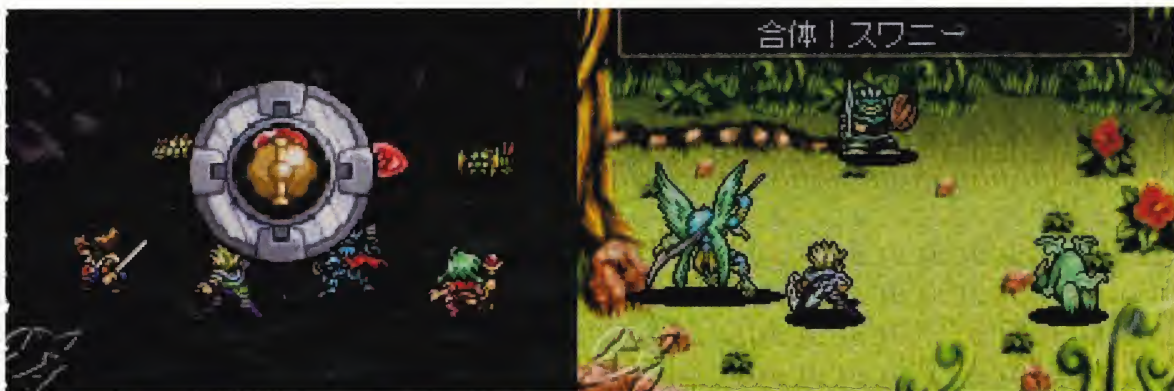


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FROM: ATLUS U.S.A OUT: TBC ANTICIPATION: ★★★★★

# HAIRY FACED MEN REJOICE!

*Lufia: The Ruins of Lore* is the RPG's RPG

**D**ue in da States come Spring time is *Lufia: The Ruins of Lore* a complex and involving role-playa which follows the adventures of Eldin and his childhood friends, Torma and Rami, as they attempt to solve a mystery based around ancient ruins. Oh and try to halt a beast who's power could destroy humanity too. You will be able to control the destinies of up to eight characters at once and the game's battle system will allow for switching between characters during

combat. You'll also be able to capture monster types and make them fight alongside your plucky warriors. And, and, would you believe it, players can even fuse with monsters to overcome the meater foes.

Varied character classes (11 of them), apprenticeships from spellcasters, martial artists, and thieves and randomly generated mazes mean that this adventuring-romp should keep wand-fanciers be-cloaked for a long, long time.



★ The star, the dwarves, the winged-mares – this will give sandal-wearing adventure-boffs a sharp slap of pleasure.

# PEDDLE TO THE MENTAL!

Celebrate the launch of *Hot Wheels Velocity X* with this freebie-packed compo!

**N**onsensical, balmy and downright foolhardy. Such is the nature of *Hot Wheels Velocity X* (review page 41) a nuts-to-the-grindstone skid-about in diddy driving apparatus. So on the eve of its impending release the cuddlesome and lightly damp types at THQ and Mattel Towers have offered up some goodies to (marketing jargon approaching...) incentivise our readership's interest. That's you by the way, in case you were wondering.

The winner gets a GBA, a copy of *Hot Wheels Velocity X*, and a *Hot Wheels Kit Car Racing Playset*.

Five runners up get the game and a playset

To tie in with a shout answer the question below on a posting card (remember your name and address too) and mail to:

“I like to call it Velocity Sex, you know, for a laugh...”

Advance  
Future Publishing  
30 Monmouth Street  
Bath  
BA1 2BW

The question is... How do you spell the word 'cars'?



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★ Loop-tastic and, might one suggest, jump-tacular (Lord, take me now).





FROM: ACTIVISION OUT: WINTER 2002 ANTICIPATION: ★★★★★

## MINORITY REPORT

Does it already know if you're going to buy it?



★ One day will we all commute to work powered by jet-packs? Probably not. We're betting on the anti-gravity brogue.

**T**orus Games, the guys behind *Duke Nukem Advance* and *Doom II* will be bringing you this in time for Christmas. The code just missed the issue for review, but we can bring you these furiously cool screens and some more info on the game tie-in to the Cruiser's last major flick.

It's a side-scrolling game that places the player in the role of John Anderton of the Pre-Crime unit (you remember, the police who know about a crime before it takes place). When the title kicks off you've got to get John through a hazard-plastered promenade to reach his first pre-criminal. Should you wish you can take on enemies fist first, but it's probably safer and more effective to take them out at range with your pulse gun. Only watch you don't accidentally shoot a bystander or a life you'll lose. All the future-tech from the movie is here right down to the holographic billboards advertising that bonkers Lexus. We've discovered that the controls are a bit fiddly and require some getting used to and there are some odd loading times too. Unusual. We hope they don't blight the finished game.

### COMPETITION

## TELEVISION YOUR EYES!

Win and win big! We've got five Blaze TV Tuners to give away

**Y**ou don't always want to play games. Indeed, ask any qualified doctor and he, or perchance she, will tell you, you shouldn't. You can contract bent wrists, bog-eyes and bad-dreams. Sometimes, after a particularly hard gaming session it's nice to settle back and catch some telly. You could watch *Spender*, *Bullman*, *Bergerac*, *Taggart* or perchance a repeat of *Lovejoy*. Smashing. But how? How can you when you're miles from anywhere, maybe in a shed in a field, or standing atop a tree stump in another field? How can you view such magnificence? With the Blaze TV Tuner, dats how! They are in the shops now at an eminently reasonable £69.99 and they'll let you catch all your favourite channels with programmes upon them.

So how to win? First examine this question.

**WHICH CURRENT ANTIQUES GAME SHOW HOST IS OFTEN LIKENED TO LOVEJOY?**

Got an answer? Simply apply your answer, and your name and address to a postcard or a rectangle of cardboard and send to...

**"It's that guy off Bargain Hunt"**

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The first five correct answers plucked from the mail pouch will win a TV Tuner.



★ You could watch a man wind surfing, should you wish.







★ No screens for *Daredevil* yet, but we like the look of these *Iron Man* pics. Although how a normal man in an iron suit could be so invincible baffles us.

FROM: ENCORE/ACTIVISION OUT: SPRING 2003 ANTICIPATION: ★★★★★

# DAREDEVIL VS IRON MAN!

Two of Marvel's heavyweights go the distance

**O**bviously they're not really going to have a ruck. They're both goodies for a start. But they will both be fighting for your readies when their games hit the stores in early 2003. *Daredevil* first. The game will be launched to tie-in with the premiere of the highly anticipated *Daredevil* movie starring Ben Affleck as the sight-impaired, truncheon bopping, acro-battler.

It's being pitched as a side scrolling action adventure utilising many elements straight from the movie, including the characters, costumes and its Hell's Kitchen, New York setting. Under your command Daredevil will take on all kinds of evil-doers including Elektra, Bullseye, Turk, the Sewer King and headest of honchos, The Kingpin.

You'll be able to run, jump, fight and perform all types of acrobatic madness, and because of Daredevil's radar powers you'll also be able to see hidden enemies and read sonar waves that point to locked doors and secrets.

The *Invincible Iron Man* game is not based around a movie, just taken from the original comic. Iron Man (for those non-comic-aficionados) is millionaire industrialist Tony Stark who, after suffering a major injury during wartime operations, designed himself an indestructible outfit which would sustain him and enable him to do battle with the world's super villainy. The game's story revolves around a bunch of super-villains (including, rumour has it, Blizzard and Crimson Dynamo) who have nicked off with Tone's battle suit; he's simply got to get it back. So off he, and indeed you, true believer, go into a platforming world of special weapons, power-ups and bonus items. Daredevil or Iron Man? Who's side are you on?



SHOULD THERE  
BE ANOTHER

# STAR WARS

AFTER

EPISODE 3?



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# TOMORROW'S GBA TODAY (ISH.)

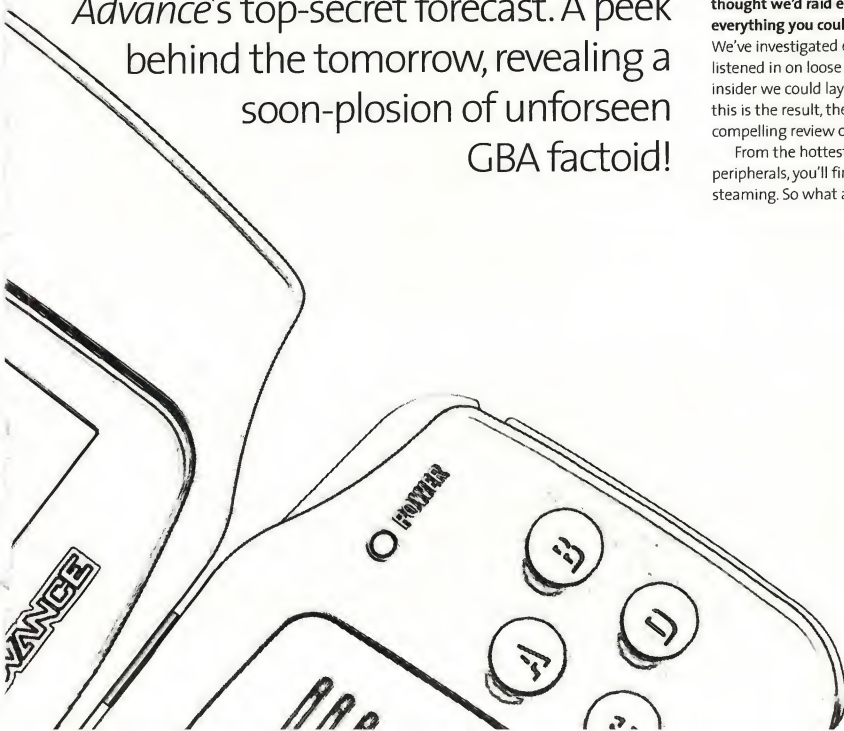
Words: Scott Anthony

Hang-tight GBA monger! 2003 holds many a secret. So prepare for *Advance's* top-secret forecast. A peek behind the tomorrow, revealing a soon-plosion of unforeseen GBA factoid!

**W**ith the likes of *Zelda* and *Final Fantasy* already on the horizon it's no wonder we're already feeling pretty horny about 2003. But as befitting the Year Of The Ram, rather than just follow the official Nintendo line on how great everything's going to be, we thought we'd raid every source known to man, in an effort to tell you everything you could want to know.

We've investigated every bit of speculation, poured over every rumour, listened in on loose talk at industry parties and tortured every Ninty insider we could lay our hands on with the *Advance* tickling stick. And this is the result, the most comprehensive, controversial and compelling review of the year about to happen imaginable.

From the hottest as yet announced games to the craziest peripherals, you'll find we've uncovered facts so fresh they're still steaming. So what are you waiting for? The future awaits you...





# ABOUT A BOY

Feast your eyes over next year's model. Yep, 2003 is set to be the year when the GBA gets, er, Advanced...

Estimated release date: Easter 2003

Estimated price: £55 new/£10 to existing owners

**T**he GameBoy Advance. An amazing marvel of miniaturisation. One of the fastest selling consoles there's ever been and home to classic games such as *Advance Wars*, *Mario Advance 2* and *Golden Sun*. And, from next year, it's defunct... Thought that would get your attention.

Only two years after the launch of the Advance, rumour has it that Nintendo are planning an upgrade – a kind of Game Boy Advance 1.5. Hard facts (and official confirmation from Nintendo) are thin on the ground, however *Advance's* sources have intimated that the new unit is already being tested in Nintendo's European HQ in Frankfurt.

Why tinker with a winning formula? Well, the answer is lying right there in the palm of your hands, you'll just have to tilt the GBA a bit to see it... Yes, it's that murky, old and much complained about screen again. After the release of an official Nintendo back light in Japan went down as well as a fart at Buckingham Palace (it sucked batteries dry in minutes) the Big N have decided to fix the fault once and for all. By releasing a new GBA, which is powered by a rechargeable flat



★ Is it possible that this type of *Metal Gearism* is what we'll be playing on the new machine? Lord, let's hope so.



## 12 GBA Developments To Shock The World In 2003

*Advance's* guide to the ace and insane GBA related merchandise we expect to see on the shelf next year...

### Free SEGA demos

#### What is it?

SEGA release their flagship MMORPG *Phantasy Star Online* on GC and GBA next year. Word is that downloadable demos of forthcoming GBA games will be available on the PSO server.



#### Will it work?

Very much so. SEGA fans will lap up the chance to play PSO again and the chance to download some goodies for their GBA.

### Tilting Technology

#### What is it?

By building a sensor into a GBA cartridge, Nintendo are producing a game called *Roll-A-Rama* (Previously *Kirby Tilt N Tumble*) where you have to physically tilt our fave handheld rather than just tap the D-pad.

#### Will it work?



It sounds intriguing but this has been a long long time in development so no guarantees it'll appear at all, let alone next year.





★ **Bigger screen?** This will almost certainly be part of the package. Back-lit too one would assume. Essential really.

battery (similar to the one that your mobile phone uses) rather than AA batteries.

As our stonkingly life-like digi-render on the page shows (produced specially by *Advance* art wizards) word is that the back-lit screen won't be the only new addition to the 2001 model. For if our sources are correct the new GBA will fold out in a manner reminiscent of Nintendo Game & Watches of days gone by. What's more, speculation has it that a further two buttons will be added to the control pad (which would mean the GBA was configured exactly like the SNES) and the console will receive a processor and RAM upgrade.

It's a dizzying prospect, but one that Nintendo will have to handle carefully if the machine does see release in 2003. Again, our sources claim that the new GBA will be backwards compatible and that Nintendo will offer current owners of the GBA a £10 upgrade option, but, even so, the move could shake confidence in the machine. It could even prompt Sony to finally release the rival handheld that they have been promising to deliver for the past half-decade.

"May you live in interesting times", as the old Chinese proverb goes. Well, we at *Advance* have no doubt that 2003 will prove to be more than interesting for GBA heads everywhere.



★ **Huge super-woofer** for ear-bending sonics.



★ **Four control buttons** – like a grown-up console.

“Well, it seemed like a good idea at the time”

The GBA won't be the first console to offer gamers the chance to “upgrade” to first class. Not all have been successful though. Take a look at the evidence...

### MegaCD

Sega's decline began with this horrendously expensive Megadrive add on – seemingly released for no reason other than to annoy punters.



### N64 DD

Japan-only N64 peripheral that suffocated at birth – as so much else did on the N64 – because of a lack of 3rd party support.



### GameBoy Color

The 1998 upgrade of the granddaddy of handheld consoles breathed new life into the nine-year-old GB. Cracking SNES ports followed.



### PSone

Astonishingly successful redesign of Sony's world conquering console, which looked cool and allowed gaming on the go.



### Animal Crossing

#### What is it?

Miyamoto's latest GC masterwork is being touted as the showpiece of GC-GBA connectivity. The game plays something like a cross between *Harvest Moon*, *Sim City* and *Dr Dolittle*. Ambitious? Why yes...



#### Will it work?

Perhaps rather too Japanese (though people said that about *Pokémon*) to be a bona fide blockbuster, but Miyamoto's name guarantees a cult hit.



### GameEye Digital Camera

#### What is it?

Very much like the GBC camera, the GameEye allows you to snap friends and then manipulate their image. Word is Nintendo are planning a *Fame Academy*-type game called *Stage Debut* to take advantage of the device.

#### Will it work?

The GBC camera was a work of brilliance. Building the technology into a game is sheer genius.





# TOP DECK

Take a gander at Nintendo's amazing new e-card reader. A device that allows you to play your cards right...

Estimated release date: Summer 2003

Estimated price: £60

**A**s a not so great American philosopher once said, "life is like a box of chocolates – you never know what you're gonna get". He could have been talking about Nintendo. Because who else but the Kyoto giants could have come up

with the e-reader? A mind spinningly brilliant idea with a totally bollocks name.

E-cards are basically trading cards, similar to Wizard of the Coast's best selling *Pokémon* and *Harry Potter* cards. However, as well as functioning as standard 'mug your school friends' desirable items, each e-card is marked with a strip of dots. These dots can then be scanned through the Game Boy Advance e-card reader (sold separately, natch) and, hey presto, full games can be uploaded to your GBA. Not just full games though, because extra costumes etc can be opened up on certain GameCube titles (like the forthcoming slab of Miyamoto weirdness that is *Animal Crossing*) and card specific animations and sub games can be played too. And all for the price of a packet of sweets.

If it all sounds like a cunning plan to rob kids of their dinner money, you're right, it probably is. But what is also undeniable is the trademark Nintendo thoughtfulness and care put into the device. For instance, it means that the *Pokémon Expedition* cards now available in the USA (and heading our way in 2003) come with exclusive mini-games for fans to play on their GBA. So finally, that six month

collecting quest for Dark Raichu will actually yield something tangible by way of a prize.

The only reservation we have at the moment is if anyone other than Nintendo will support the device. And if they do, whether it might become a way of locking out features on other GBA and GameCube titles that should be available for free when you first doll out your £35 at Electronics Boutique or wherever.

What we will say though, is that the cards featuring old NES games (see Brucie Bonus) offer great fun at a truly affordable price. And if you consider the fact that you'll get new songs and features for GameCube titles as an added bonus, then the deal really doesn't seem like such a bad one. Indeed, if done correctly, it'll help gamers go back to their old titles so that they can get an extra ounce of fun out of games that are gathering dust on the shelf. And you can't say fairer than that.



★ The retroid delights of *Donkey Kong Jr* on a card? Wonders really will never cease.

## Brucie Bonuses

*Advance* runs the rule over the e-card games that are coming soon to a newsagent/cereal packet/magazine cover near you. Are they any good?



### Donkey Kong Jr.

The classic NES title gets an impressive e-card resurrection. As Donkey Kong's son swings from vine to vine lobbing fruit at the henchman who have kidnapped his dad. Ace old skool fun.



★ Just like a regular cart, it slots in snug in the back.



**The cards featuring old NES games offer great fun at a truly affordable price.**

## 12 GBA Developments To Shock The World In 2003...cont

### Nyko FM Tuner

#### What is it?

A recent release in Japan and the US, this FM radio plugs into your GBA and lets you listen to your fave radio station while you play along. A sound idea. Ha, ha.



#### Will it work?

We'll reserve judgement until we see it, but Pelican's GBC radio adaptor rarely picked up anything more than static...

### GBA Shampoo

#### What is it?

Love your GBA? Want to take it everywhere with you? Then you need this GBA shampoo – shampoo in a mock GBA bottle. The latest in handheld hair



cleaning, apparently

#### Will it work?

Though guaranteed to appeal to mums everywhere, we can't see this working. Everyone knows gamers don't wash.





**Excitebike-e** Top version of the NES classic (also a bonus game on *Excitebike 64*). Not only is every jump, incline and hazard as you remember it they've included a track editor too. Cor.



**Pinball-e** Simple two screen Pinballer that wasn't particularly impressive even in the NES days. The most average title to hit the e-card reader yet in the States – it's only saved by the fact that it has a Mario-starring bonus game...



**Tennis-e** Extraordinarily challenging (ie. rock hard) tennis title that suffers from lack of a two-player option. Getting stuffed by the CPU time after time is just no fun. You've more chance of beating the Williams sisters.



### Balloon Flight-e

Enjoyable clone of ancient arcade machine *Joust* (ask your dad). Knock other balloonists out of the sky and occasionally avoid touching the sides of forced scrolling sections. Worryingly addictive.



★ The thing itself. Like a shark. Only plastic. With no teeth.



★ Look at the selection on offer. Gaudy, colourful – even the packaging may become collectible. Weird.

## Frank Boffin

The e-card reader is the latest in a long line of amazing Nintendo inventions. But we've long memories at *Advance* and we remember that new innovations don't always turn out right...

### ROB

ROB (Robotic Operative Buddy) was bundled in with early Nintendo title *Gyromite*. The aim was to provide competition for the more friendless games geeks. Unfortunately, ROB was a doddle to beat and children often ended up, er, eating him.



### Virtual Boy

This migraine inducing Virtual Reality headset was such a monumental flop that it killed the Nintendo career of Game Boy creator, Gunpei Yokoi. It did feature the first version of *Mario Tennis* though.



### The Glove

The worst N64 controller that has ever been built, the VR-tastic Glove was supposed to let you play games by extending your hands in a sci-fi *Lawnmower Man*-style. In reality all it did was usher in premature arthritis to the unfortunate user. The pain, the pain.



### GBA to TV Adaptor

Agetec's ingenious adaptor enables handheld gamers to swap their squints for the luxury of a widescreen, by allowing you to play



your GBA on your living room TV. Good idea.

#### Will it work?

An excellent idea, but the rumour is you'll have to take the GBA apart and reassemble it, so that warranty goes out the window.

### Nyoko's Shock 'N' Rock

#### What is it?

A battery powered handle that A) makes your GBA shake in the manner of a Dual Shock Joypad B) promises to give you a better grip of Ninty's miniature handheld.

#### Will it work?

Absolutely. The rubber grips will aid anyone who has massive mitts and *Mario Kart* with added rumble effects can't be bad.





# CATCH 'EM ALL... AGAIN!

Pokémon hits the GBA at long last! Two different versions, 351 of the little monsters to catch. Marvellous...

Estimated release date: Summer 2003

Estimated price: £35

**T**hey said it couldn't last, they were wrong. Because 2003 sees the return of a gaming phenomenon that sold handhelds by the million and single-handedly resurrected the entire Nintendo brand. Of what is it that we speak? The many creatured mayhem of *Pokémon*, stupid.

By the time you read this *Pokémon Ruby and Sapphire* (the sixth and seventh games in the series) will have been released in Japan. As the screenshots on this page indicate, visually little has changed from the GBC version, but gameplay-wise there are hundreds of additions.

Firstly, there's now a whopping 351 Pokémon to catch. That's the original 151 from *Yellow/Blue/Red*, plus *Gold/Silver's* 100 and 100 all-new critters. Said Pokémon are now no longer logged on the Pokédex either. Instead trainers are going to have to use the PokéNavi (short for navigator). This imposing device, which resembles a gold mobey, includes a map of the game world, details of every Pokémon you've fought and/or caught, as well as your overall win/lose record.

As previous games, you begin the adventure with the choice of three Pokémon – a water type, a lightning type or a glass type – but there are more rivals to attend to now. In addition to Team Rocket, owners of *Ruby* will have to beat up Team Magma,



★ Head for the Pokémon Centre where you can heal your critters. Sweet.

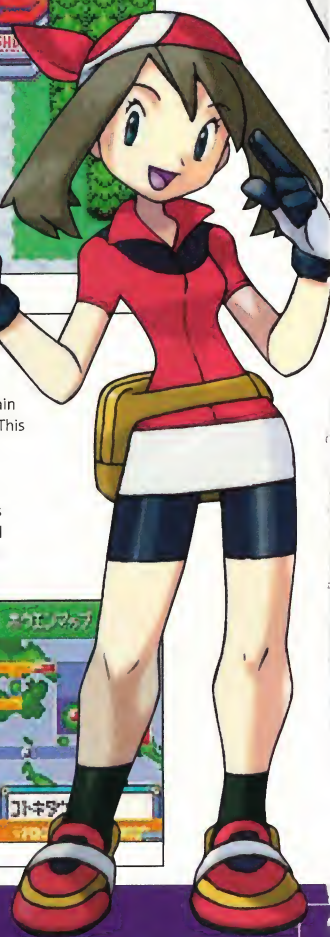
while those who snap up *Sapphire* will have to tackle Team Aqua's misdeeds.

Most excitingly of all though is a brand new feature – the Pollock. A kind of Zen teaching stick that helps you train your creatures by feeding them sugar-coated Pokétreats. This should provide a welcome enhancement of the game's Tamogatchi-like training aspects.

Lastly, *Pokémon Ruby and Sapphire* will enable GBA owners in possession of a link-cable to play simultaneous two-player against two-player battles. Four Pokémon, and four furious players, all going at it simultaneously? This is utter madness, surely?



★ Keep a track of your progress with the world map.



## 12 GBA Developments To Shock The World In 2003...cont

### The Mobile GB Adaptor

#### What Is It?

Online play has been available in Japan now for ages (starting with *Pokémon Crystal* on the GBC!) and word reaches us that Nintendo are still attempting

to find a way to get the contraption to work in the West.

#### Will It work?

There's so many mobile phone operators here that getting them to agree will take ages...



### Body Rumble Pack

#### What Is It?

Dattel's cumbersome all body rumble pack that you wear, seems to have been released on every format ever. They must have an awful lot left in the factory, we guess...

#### Will it work?

It works but it's \*\*\*\*ing awful. Seriously, game related tat doesn't come much more tat-tastic than this. Nobody's this rich.



## Bluffers Guide To Pokémon

Just in case you've been asleep since 1996AP (After Pokémon)

So, in 55 words explain how the Pokémon games work?

Pokémon games place you in the role of a Pokémon trainer. Pokémon are tiny creatures which you must find and catch in a safari-style. Once caught, you can train the critters up and evolve them into more powerful Pokébeasts. Once toughened up, your Pokémon will do battle against other trainers creatures for fame and fortune.

Sounds like a weird idea...

Just slightly. Pokémon creator Satoshi Tajiri based the idea on his not-at-all-freakish boyhood hobby of collecting insects. And very complicated? The original Pokémon games Red/Green (Green became Blue in the West) for the original Black & White GameBoy took over six years to make.

What else has Tajiri-san done?

He's too busy rolling around in money to do much nowadays – but back in the mists of time he did produce a SNES title called Quinty. A game based on, er, defeating competing trainers. Any plans to re-release it on the GBA? Well, there are rumours...



★ Quinty Tajiri-san's first game on the SNES. It was, um... ok.



★ Pokémon on the original Game Boy. Look how old it looks (Snigger).

Release dates of Pokémon Ruby and Sapphire in Europe and the US were still to be confirmed as we went to press, but Easter seems a good bet. Converting the Japanese text will take time and Nintendo probably want to see the new games launched alongside the e-card Reader and a new generation of e-card Reader-enabled Pokémon Trading Cards.

★ Wandering around, what might you find? A green room and an odd man?



★ Battle mode – let's get it on you big green ladyboy!

## Monster Hits

As well as the already announced Pokémon, Zelda and Final Fantasy we reckon Nintendo has other GBA aces up its sleeve. In the name of wild speculation, here's our best guesses...



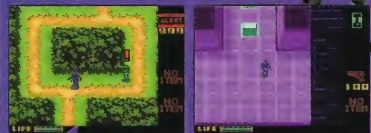
### Mario Golf/Tennis

Camelot are working on GameCube versions of Mario Golf and Tennis. We'd be amazed if Mario Golf Tennis don't also appear on the GBA.



### Metal Gear Solid 2

Hideo Kojima recently revealed that he's begun work on a new GBA game. Considering the success of MGS on the GBC, we're expecting it to be Solid Snake.



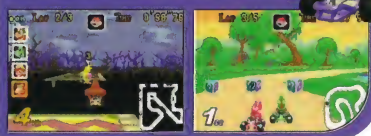
### F-Zero 2

Amusement Vision are bringing F-Zero to the GameCube next year. Accompanied by an all new handheld title? Makes a lot of sense to us...



### Mario Kart 2

It's the game that bought the Advance into millions of European homes and it would be madness not to follow it up.



### Pokémon Branded GBA's

What is it?

Your GBA reissued and branded with a selection of Pokémon characters. You can choose from Pika (gold), Serebii (green), Sulkan (blue) and Latios (purple)



Will it work?

Released in not very limited edition numbers in Japan, we're certain that Poké GBA's will be making an appearance with

Pokémon Ruby/Sapphire.

### The Official GBA Battery Pack

What is it?

Currently only available in Japan, this Nintendo designed rechargeable battery plugs into the back of your GBA, saving you pounds in the process. Can't be bad.

Will it Work?

Unlikely to be released if a new GBA really does hit the UK next year – but well worth importing if that proves not to be the case.



# Reviews

All the latest games for you.

**Our advice:** Read our verdicts and then decide what to buy...

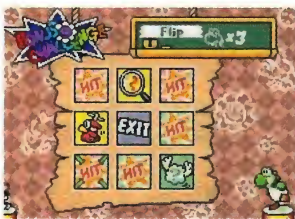
## SUPER MARIO ADVANCE 3 YOSHI'S ISLAND

### GAMEINFO

- **PUBLISHER**  
Nintendo
- **PHONE**  
01932 895390
- **WEB**  
[www.nintendo.co.uk](http://www.nintendo.co.uk)
- **PRICE**  
£35
- **SAVE**  
Battery
- **LINK-UP**  
Yes
- **OUT**  
Now

**A**t one time or another most of us have taken a jump in Mario's shoes. Maybe you first slotted a *Super Mario Bros* cart in your newly unwrapped yuletide NES system some 20 years ago, or it could have been Gamecube's Mario that first brought the sunshine into your life this summer. Either way, it would take a particularly skilled, sheltered or young gamer to have avoided taking up joystick against the Koopas by now. So there is a sense of "been there, done that" when approaching a Mario game these days. Princess Peach has been saved, Bowser toppled and we've all lived to plumb another day. But in the Mario universe the tide has turned. The winds are changing. Mario failed the audition. Enter the dragon... Well, lizard really. Ok, dinosaur specifically. But Enter the Dinosaur would never have been a kung-fu classic. Whatever. Yoshi, Mario's diminutive, variously coloured and eager-tongued friend, has taken centre stage and stepped up to the microphone on Game Boy Advance in a port of one of the most respected pieces of platform coding ever to wing its way out of Japan. Boasting extravagant graphical effects, an overhauled game system, unique styling and some of the most varied game environments ever conceived, this is a game programmers wish they'd worked on and that players will keep in order to show their grandchildren.

Lets begin with a bit of history. *Yoshi's Island* was released some seven years ago to be the first *Mario World* sequel on



★ One of the lovely bonus games. 2D graphics have never been smarter.





This is a game programmers wish they'd worked on and that players will keep in order to show their grandchildren.

## Yoshi facts:



★ **Full name:** Yoshi  
**Meaning:** "OK!" in Japanese  
**Height:** 5'2" (about 158cm)  
**Weight:** 90 lbs.  
**Home:** Yoshi's Island, Dinosaur Land  
**First appearance:** *Super Mario World*  
**Games with Yoshi in the title:** *Yoshi's World Hunters*; *Yoshi's Egg*; *Yoshi's Cookie*; *Yoshi's Story*

★ If little Mario gets knocked off then Yoshi only has a certain amount of time to grab him back.

the Super Nintendo. The original *Super Mario World* (released on GBA earlier this year as *SMA 2*) had come bundled with the system when it was first released in September 1991. Wooing the hearts and minds of a new generation of gamers it was reported at the time that Mario had become the most recognised icon to the average Yankee junior, overtaking Disney's homegrown Mickey Mouse. By 1995 Nintendo was keen to keep its star attraction in the public eye and satiate the demands of a Mario starved Super Nintendo generation. Shigeru Miyamoto, Gppetto to Mario's Pinnocchio, was keen to inject some fresh air into his universe.

And that is why, when we turn to what is almost exactly a part of the 1995 legend, the first thing you'll notice are the highly stylised graphics and the seeming absence of Mario as a playable character. The decision to usurp Mario from position of central protagonist is justified in the storytelling. The game is essentially a prequel to all the Mario games. Mario and Luigi are but newly born babies being flown by the childbirth-allegorising stork to their parents. However, the ever-nefarious Koopa clan intercepts and manages to snatch young Luigi from the wannabe midwife bird. Unbeknown to the kidnapper, Mario falls to ground where he

## Top Tip

Turn your GBA off mid-level and progress is not lost - you can pick up from that point when you next power up.



★ Bubble-gum colours and slow moving baddies, this is refined platforming. The best you can buy.

lands upon an unsuspecting Yoshi out for a walk on his island. Yoshi and his friends make it their raison d'être to protect Mario from the Koopa clan and reunite Mario with his brother by carrying the ickle bundle across the island upon their backs. After each level, the Yoshi you are controlling lobs Mario off to an alternately coloured waiting dinosaur to continue the trip. It's a lovely image of teamwork not really seen in a Mario game before. The basic plot serves the function of giving the developer scope to inject new moves, ideas and an overhauled game



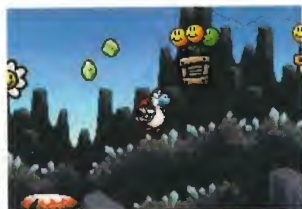
# Reviews



★ Keep an eye on the water puking fish, don't get caught in the spray.

★ Yoshi seems a lot more resilient than Mario in his previous games. Death is more rare...

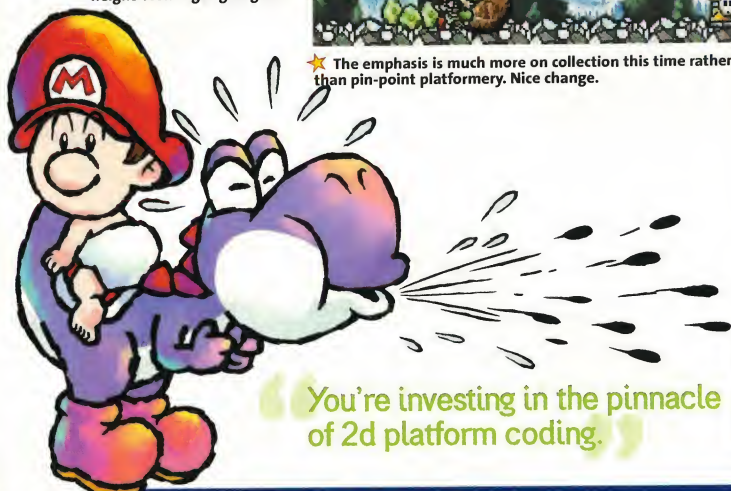
★ ... that said, you don't want to land on those spikes. That will result in life lost, no messing.



★ Woo-hoo! That's some height Yoshi's got going on.



★ The emphasis is much more on collection this time rather than pin-point platformery. Nice change.



You're investing in the pinnacle of 2d platform coding.

→ system to the series. And the good news for us in 2002 is that the highly praised Snes original has retained all its charm, sophistication and beauty in both the trip across platforms and years.

This is a very different game from the previous Marios, as, whilst essentially still a 2D platformer, the emphasis is much less on precision platforming as it is on completism. Indeed, there's a long road to be trod to achieve 100 per cent on every world and so unlock the extra GBA levels. But, if you are fresh from completing *Super Mario Advance 2*, then *Yoshi's Island* will initially seem much more forgiving. Death is, seemingly, a state harder to achieve for dinosaurs than plumbers, and only spikes and pitfalls pose any real threat. Inadvertently run into an enemy and, rather than shrinkage and life loss, baby Mario is instead propelled from Yoshi's back and floats around in a bubble waiting to be rescued. Should you fail to do this within the pop-up time limit then flying Koopas arrive to sprit the baby away. This system basically allows for many more enemies to be included in the levels than in previous iterations whilst keeping things fair for the player.

Graphically this game is stunning. In 1994 the then relatively small UK codeshop, Rare, released *Donkey Kong Country 2* boasting impressive waxy realistic graphics. Gamer's tastes were changing and the fashionable 2d hand-drawn graphics of the early nineties were making way for the realism of the PlayStation years. The pressure was on for the Mario franchise to change with the times.

Frustrated with being told to make his games look more like Rare's, legend has it that Miyamoto-san deliberately made Yoshi's island look as hand-drawn as he could: a bolder statement of artistic choice over market pressure you'll never see. Incorporating a new FX2 chip into

## Is it a bird? Is it a plane?

Yoshi is no ordinary lizard. For when Yoshi eats a...er...transformation button he turns into a...



★ **HELICOPTER**  
Use the control pad to fly.



★ **SUBMARINE**  
Press the A or B button to shoot the torpedo and use the control pad to maneuver.



★ **MOLE TANK**  
Use the control pad to dig through dirt. You can also dig upwards and downwards.



★ **CAR**  
Use the control pad to move and press the A or B button to lift your body off from the ground.



★ **TRAIN**  
Press the A or B button in order to dash.



## Tampering with A-grades

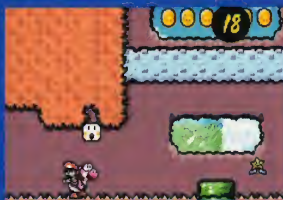
It's a tough fact but if you want to see all that this game has to offer you're going to have to be perfect. There's no cheating here: In every level per world you must score 100. Here's what you need. One for every level:



★ Five Flower Petals: Collect them all to make a flower. Miss one, miss 100 per cent.



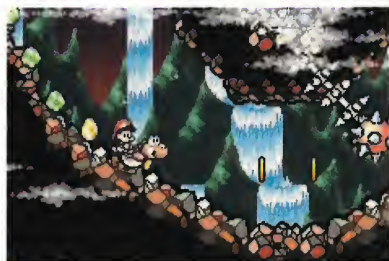
★ 20 Red Coins: Look like normal coins but are either red or red tinged. Use the magnifying glass power up to see all of the locations.



★ 30 second left on clock at end of level: You can activate a "+ten second" power-up if you're running late...and if you have one, of course.



★ Yoshi's changed into a train. As dinosaurs are inclined to do.



★ The detail in the graphics really is something else. If only all GBA games were this good.



★ Quick, get Mario back, try grabbing him with your long tongue. Lovely.



★ Look at the size of that thing! Careful footwork required here.



★ Helicopter Yoshi is great for nabbing coins you couldn't hope to reach otherwise.



★ This game will take you an astonishing amount of time to complete. The best value on the GBA.

the cartridge, the programmers were able to squeeze effects out of the ageing Snes no one could have previously dreamt of. Fortunately, the GBA contains all of these functions in its dedicated hardware so we see sprites being stretched, wobbled and tilted in highly impressive style on the handheld. For the GBA we also hear Yoshi gaining a voice that was never in the original. Moves are punctuated by a squeak, which complements Mario's occasional wailing extremely well.

In fact, the only criticisms concern the slight slowdown in sections of the game and the pitifully weak multiplayer section: *Super Mario Bros.* When this was included for the second time on *Super Mario Advance 2* eyebrows were raised but now it's just plain lazy—especially in the light of the multiplayer bonus game possibilities.

Other than these minor issues, when purchasing this game you're investing in the pinnacle of 2d platform coding. It simply doesn't get any better than this. The seven year gap between this release and the original has served to demonstrate just how good 2d is both as an artistic choice and as a vehicle for a very specific type of gameplay. It proves that great games remain great games no matter what else comes your way. You must urgently play *Yoshi's Island* before 2d and her esteemed brethren are forgotten forever. **SIMON PARKIN**



★ Bomb chucking hole-dwellers are a danger.

### LOOK 'N' FEEL

Some of the best and most original visuals and controls GBA will ever see.

### GAMEPLAY

Pushes the boundaries of 2d platform gaming. Unsurpassed, even today

### LIFESPAN

Much, much larger than SM2. Finishing this will require you take a sabbatical.

### DIFFICULTY

Progress can be like drawing blood from a stone in the latter secret areas.

### ADVANCE OPINION

When there's such a thing as a gaming museum, *Yoshi's Island* will take center exhibit as the 2d platform emperor.

95%



# Reviews



## DOOM II

### GAMEINFO

- **PUBLISHER**  
Activision
- **PHONE**  
01753 756 100
- **WEB**  
www.thq.com
- **PRICE**  
£30
- **SAVE**  
Yes
- **LINK-UP**  
No
- **OUT**  
Now

**W**e here at *Advance* like to think of ourselves as pretty, y'know, youthful and hip. Down with the kids at street level, that sort of thing. So it's a bowel-chilling shock to the system to have *Doom II* drop on to our desk in the form of a dinky GBA cartridge rather than the stack of floppy disks we remember with sparkling clarity from nine years ago, when it was the ultimate PC game.

What's more, it's absolutely identical in every respect to the PC version. Cue much inspection for grey hairs, and attempts to like the current top ten.

For the 0.04% of the population who haven't come across *Doom* before, it's a first-person-shooter that casts you as a hard-bitten space marine who has to fight a collection of demon-spawn to close a portal into Hell.



★ You're in a world of pain here. A pistol against the walking pink mouths and the skulls? Forget it.



★ 200 per cent health. You're in fighting shape so give that goon what for.



Gratuitous violence comes as standard thanks to the mighty weaponry, the double-barrelled Super Shotgun being a particular favourite, but a bit of thinking is also required to get through the intricately-designed levels.

While your granny won't approve, it's as brilliantly compulsive as it's always been, and the multiplayer option is the second-best thing you can do with two or more people.

Problems? The eight-year-old graphics are a bit dated, and things slow down fractionally during major battles. Such trifles aside, it's a lump of solid-gold brilliance and still an amazingly playable game even now. Try it and see what all the fuss was about. **JON HICKS**

### Top Tip

Hit Select to bring up the map – the yellow areas of the walls are secret doors.



★ A shotgun? The choice of a gentleman. That's more like it. Now you've got a fighting chance.

“Multiplayer option is the second-best thing you can do with two or more people.”

### LOOK 'N' FEEL

Controls take getting used to, but graphics and sound are great.

### GAMEPLAY

Hellspawn in their hundreds, combined with huge levels.

### LIFESPAN

Your grandchildren will be playing this game. And if they're not, why?

### DIFFICULTY

Although not as tricky as the PC version, it'll take forever to complete.

### ADVANCE-OPINION

It's always been great but now it's pocket-sized. Get out there and defend your planet against the old adversary.

90%



# SHREK HASSLE AT THE CASTLE

## GAMEINFO

- **PUBLISHER** TDK
- **PHONE** 01462 456 780
- **WEB** www.tdk-mediactive.com
- **PRICE** £30
- **SAVE** To cart
- **LINK-UP** No
- **OUT** Now

**T**aking a few liberties with the film's plot, what we have here is basically the beautifully rendered computo-flick whittled down to a pedestrian side-scrolling platformer. Kicking off as

Shrek himself, you have to get the villagers out your swamp, then save the donkey from knights, then rough-it-up with some guards, etc. The title boasts 24 levels and four different playable characters and a four-player (on a single cart) coin collecting mini-game called, simply, Fight. However, the

### Top Tip

Let your mates scoop it out in the mini-game, stick to coin-theft and leave the fisty mess to them



★ The big-headed foes are very funny. Look at their tiny legs and laugh as you smack their daffy faces.

main game is somewhat simplistic using only the A and B buttons and ignoring the Shoulders completely (anyone say kiddies game?). Weirdly though, it does get challenging, particularly on Advanced level, although never quite enough to take it into the big leagues. **STEPHEN PIERCE**



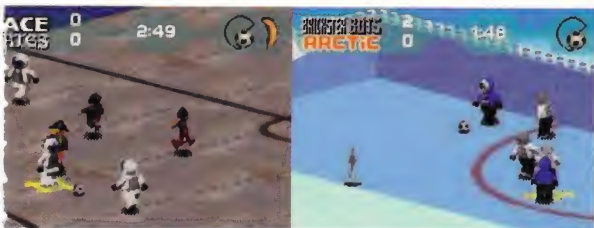
★ The Shrekster does look remarkably like he does in the film. And Donkey too. Rather good visuals then.

### ADVANCE OPINION

The strongest Shrek title on the GBA. Groundbreaking? No. But pleasant enough.

**61** 9/10

It does get challenging, particularly on Advanced level.



★ The easily shocked should avert their eyes. These are some of the worst screens ever committed to *Advance* magazine. The horror, oh, the horror...

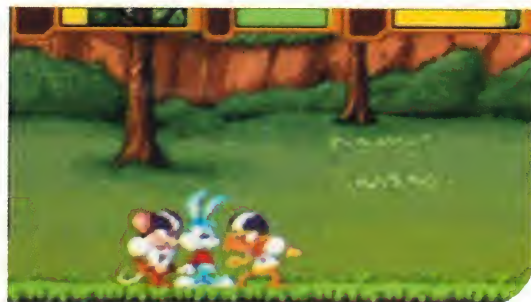
## LEGO FOOTBALL MANIA

- **PRICE** £25
- **PUBLISHER** Lego
- **SAVE** To cart
- **LINK-UP** Yes

**O**h good Christ no. There's football. There's quirkily amusing comedy football. And there's this. This is just rubbish football, of the highest order. It's only six-aside and the sprinkling of teammates you do have bumble around the ball or choose to stand staring into the space.

When you do finally arrive goalmouth ways there is no one to cross to, leaving the same bash-it-at-keepsy-and-hope-he-fumbles it time and time and time and time... (enough already with the 'times' - Ed). Basically, it sucks the big one. The CPU players clearly do have plastic between their ears as not once did they score against us. Leave this on the touch-line.

**16** 9/10



★ Mini-bunny-chap! Jump, get out of there. The foes may look cute as a little boy in a bonnet picking crab apples, but they pack a punch.

## TINY TOON ADVENTURES: BUSTER'S BAD DREAM

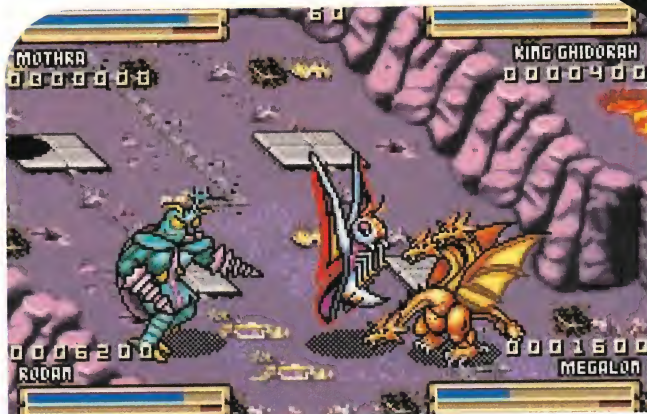
- **PRICE** £30
- **PUBLISHER** Swing
- **SAVE** To cart
- **LINK-UP** Yes

**M**mm... squiddy, cuddlesome, lovely, saccharine, sickly, pukeish. Ignore all that. Developed by 2D legends Treasure, this is no simple by-numbers platformer. Amongst the running, jumping and puzzle solving you've got an excellent combat system not dissimilar to *Street Fighter*. Shockingly, there is a fine game here. One that will reward with a depth you might not have thought possible at first glance.

**68** 9/10







## GODZILLA DOMINATION

### GAMEINFO

- **PUBLISHER**  
Infogrames
- **PHONE**  
020 8222 9700
- **WEB**  
www.infogrames.co.uk
- **PRICE**  
£30
- **SAVE**  
No
- **LINK-UP**  
Yes
- **OUT**  
Now



★ MechaGodzilla packs a mean punch. Godzilla's mates have gone mad due to a meteorite you know (Yawn).



★ You get bonus points for twonking buildings with your fat tail – think of the innocent children within.

**N**o, not based on the movie. Well, not on the Hollywood movie, anyway. *Godzilla Domination* is based on the more general Oriental interest in outlandish monsters laying waste to various exotic locations and, yes, each other too. And, in fact, that's pretty much the gameplay in a nutshell.

You take control of one of six monsters and fight your other five monster chums who have been driven temporarily insane by a mysterious meteorite – and yes, that's about as logical as it gets.

Each battle takes place in an isometric cityscape arena, in which you stamp merrily around slugging your opponents in the traditional beat-em-up fashion.

Bizarrely, you get bonus points for destroying the city as you go, revealing various powerups in the rubble, and there are special moves that let you belt your opponents with the larger tower blocks. Single players have to slog away in "Story Mode" in which you fight the monsters through a series of cities in order to find out the meteorite's secret, although you don't learn anything in the process.

You can also set up your own battles using the Custom mode. The gameplay is standard beat-em-up stuff (albeit on a 3D arena) and pretty tedious with it – the only real challenge comes when you have to face three opponents at once. The graphics aren't much to shout about, either.

However, there's a major bonus in the form of the excellent multiplayer option, which lets you beat seven bells out of your friends in a mightily entertaining fashion and nearly lets you forget the shortcomings of the singleplayer mode. **JON HICKS**

### Top Tip

You can view the special move button sequences on the character selection screen.

The only real challenge comes when you have to face three opponents at once.

### LOOK 'N' FEEL

View special move button sequences on the character selection screen.

### GAMEPLAY

Sadly limited, it'll only appeal to fans of large monsters and demolition.

### LIFESPAN

The multiplayer will keep you busy but singleplayer mode is short-lived.

### DIFFICULTY

Early levels are laughably easy, later ones are pointlessly hard.

### ADVANCE OPINION

An uninspiring by-the-number beat-em-up that's only partially redeemed by the top multiplayer option.

49/100





★ Spidey has the ability to move up and down on his thread. Why doesn't it come out his arse like a real spider?

# SPIDER-MAN THE MOVIE

## GAMEINFO

- **PUBLISHER**  
Activision
- **PHONE**  
01753 756 100
- **WEB**  
www.activision.com
- **PRICE**  
£35
- **SAVE**  
Battery
- **LINK-UP**  
No
- **OUT**  
Now

**W**hen you're playing most run o' the mill platformers you run and jump and, well, that's it. Here however (as you might expect when you're dealing with the adhesive digits of an arachno-man) you can shimmy up walls, continue crawling right over the ceiling and, as the song so adroitly points out, do whatever a spider can.

A double tap of the jump button and everyone's favourite friendly neighbourhood Spider Man leaps in the air, fires off his wrist rope and then swings from one side of the screen to another. Naturally there are baddies to despatch and this is usually achieved in the time-honoured Marvel Comics fashion—by bludgeoning them many times with the gift of the super-powered fist.

Combos are available yet, to be fair, it often seems quicker to simply utilise the default boot that you'll find in the sweet meats. Some of the end of level bosses—the Vulture, Kraven the Hunter et al—will have you perplexed, while the fruity little 3D mini-game is a smartish inclusion that makes the package better value for money.

The levels, in general, are nicely varied. They include a hostage-rescuing scenario, the frenzied hunt for poison gas barrels and a desperate escape from a collapsing building. Complete the game and you'll find that you are rewarded with a level select which will also enable you to snaffle any bonuses that you may have missed. All in all this is a tidy effort which thankfully seems to transcend the usual unrelenting mire of the hastily put together movie/game tie-in. **STEPHEN PIERCE**

### Top Tip

Only attack Kraven when the light comes on—he's invulnerable at all other times (for unexplained reasons).

Y-YOU DON'T SCARE ME, FREAK!  
BRING IT ON!



★ Every hyphen tells a story. Here it suggests that the super-villain's bravado is pure fiction.



★ Stealing a little from the 1960's Batman TV show, your blows emit literary expression.

“The fruity little 3D mini-game is a smartish inclusion that makes the package better value.”

## LOOK 'N' FEEL

A reasonable, if unspectacular, representation of the webbed-wonder.

## GAMEPLAY

Spidey's powers add a fresh dimension to the tired old platform feel.

## LIFESPAN

Not massive, but the bonus bits and level select adds some re-play value.

## DIFFICULTY

Won't tax hardened GBA-heads, but neither is it a walk in the park.

## ADVANCE OPINION

The best Spider-Man title on the GBA yet. Good looking and, beneath the veneer, a gripping game. Great stuff.

# 80%



# Reviews



## GEKIDO ADVANCE: KINTARO'S REVENGE

### GAMEINFO

- **PUBLISHER**  
Zoo
- **PHONE**  
0114 241 3700
- **WEB**  
www.zoodigitalpublishing.com
- **PRICE**  
£30
- **SAVE**  
To cart
- **LINK-UP**  
Yes
- **OUT**  
Now



★ **Wowzer!** The stylish graphics really enhance this tale of punching people in the face.



★ **Dogs, young girls in split skirts, trees on fire and extreme violence** – a perfect night in then.

**Simplistic pounding on basic moves will simply leave Kintaro slumped floor-ways**

**H**ave to come clean here. Not totally sure why Kintaro is so hungry for justice. Come to think of it, not totally sure who he is in the first place. Also, while we're on the subject, this game looks decidedly Japanese yet it comes from Italy? Perplexing to be sure.

But don't jump to dubious conclusions, it's actually damn good. Beautiful, colour-stoked brawlers prancing about – the GBA has rarely looked so appetising. Scrolling-tusslers rarely require much more than the ability to press right and the punch and kick buttons. Here, however, your brains as well as your brawns will need to be engaged. Foes' attack patterns vary and a simplistic pounding on basic moves will simply leave Kintaro slumped floor-ways with ego and face in tatters. There is even (gasp!) more to it than walking and bludgeoning.

You are able to enter rooms in search of useful items, you can drag yourself up ladders and dodge squealing bats. Collecting keys and power-ups to give your ailing torso a boost are also essential. Would you believe there's also a modicum of adventureish flannel, giving you the ability to communicate with certain characters, albeit in a o-n-e-l-e-t-t-e-r-a-t-a-t-i-m-e format. Mastering all the special moves and combos will keep you busy, but mastered they must be – only a fool would enter inadequately prepared. This thumping good game really packs a wallop. **STEPHEN PIERCE**

### Top Tip

Don't always go wading in. Forget the traditional scrolling-face-beating law, take it easy or you'll miss something.

### LOOK 'N' FEEL

As stunning as a really rather nice girl you'd like to know better.

### GAMEPLAY

Generic walking and knuckle grinding is given some adventuresque depth.

### LIFESPAN

"It's a long road when you're on your own." It'll keep you busy for a while.

### DIFFICULTY

Tough on the latter levels. Be prepared to take a big bag of fists to your body.

### ADVANCE OPINION

A highly engrossing beat-'em-up/adventure hybrid that looks as fancy as a lady in a nice dress. Very necessary.

**86** %



# DINOTOPIA: THE TIMESTONE PIRATES

## GAMEINFO

- **PUBLISHER**  
TDK
- **PHONE**  
01462 456 780
- **WEB**  
www.tdk-mediactive.com
- **PRICE**  
£30
- **SAVE**  
To cart
- **LINK-UP**  
No
- **OUT**  
Now

Pirates plan to make off with the Timestone by stealing dinosaur eggs (don't ask).

**P**irates (of a sort), dinosaurs, cavemen, a time slowing device; that's a lot of disparate elements. Yet here they're all shoe-horned in to create this relarplatforming slice of distraction.

Proceedings are imbued with a Stone Age vibe, yet within there are many elements conspiring to unseat the realism of this premise. Not least the plot, which demands you confound the pirates' plan to make off with the Timestone by stealing dinosaur eggs (don't ask). There are a bunch of diverse missions ranging from text-book jumping



★ Ride 'em dino-boy! You'll make good progress astride this armoured humo-larma (We just made that name up).

### Top Tip

Wait until your foes are almost upon you before releasing your ground smash.



★ Hey there mister, watch where you put that chopper! Jump quick to avoid taking a gut-bludgeoning.

stuff to piloting flying dinosaurs. To assist your quest you've got a stick-club-staff-type-appliance. This has numerous uses including blatant bludgeoning, stunning of enemies, a bad-ass ground smash and it doubles as a laser beam.

The enemy's varying attack patterns demand of the player an all round understanding of offensive measures, yet this game isn't really gripping enough to provoke much interest. It's not terribly long, and while mini-games up the stuff-to-do ante a little, it still carries the unmistakable odour of also-ran-ism. **STEPHEN PIERCE**

### ADVANCE-OPINION

Very average. Acceptable title for the younger gamer. Light on surprise, thrills and verve.

**68** %

# BOULDER DASH EX

## GAMEINFO

- **PUBLISHER**  
Kemco
- **PHONE**  
425 869 8000
- **WEB**  
www.top-gear.com
- **PRICE**  
£30
- **SAVE**  
To cart
- **LINK-UP**  
Yes
- **OUT**  
Now

It manages to retain the purity many gamers will be familiar with.

**B**ack in the day, this gem bagging, rock-dodging puzzler was all the rage and, indeed, versions have surfaced on all manner of platforms over the years. Sure, visually it's as appealing as Fern Briton in pants, but side-step its cob-webbed visage and there's a mentally addictive title – this is Zen video gaming people.

While the original game is included here (a nice touch) in all its non-animated glory, it's the tweaked 60 level main game that you'll spend most of your time with.

These changes involve a power bar (now you can withstand more than one hit) which can be charged by collecting mushrooms. There are also power-ups. The most interesting of these twists the entire level, sending the gravity susceptible boulders and gems tumbling.



★ Check the difference. On the left the remix, on the right the pink-heavy original. Both look sexy to us.

### Top Tip

Master standing beneath a boulder, running away and letting it drop on an alien annoyance. It's vital.



★ The graphics are a might non-sparkly, but the game's the thing here. It's damn gripping and torturous.

Grappling arms, bombs. In many ways this is a world away from the simplistic, yet classic, original, yet it manages to retain the purity many gamers will be familiar with while adding something new. **STEPHEN PIERCE**

### ADVANCE-OPINION

Like a strong plot in a movie, a strong gameplay dynamic will always succeed. Top hole.

**79** %



# Reviews



You're being attacked from two directions at once, whereupon you can't turn around.



★ Battle Droids are problematic. Defend the laser bursts saberwise.



★ There's a fair bit of exploring to do in familiar, and some less familiar, *Star Wars* environments.

## STAR WARS: NEW DROID ARMY



### GAMEINFO

- PUBLISHER  
THQ
- PHONE  
01483 767 656
- WEB  
www.thq.com
- PRICE  
£25.99
- SAVE  
Password
- LINK-UP  
No
- OUT  
Nov

This whole *Star Wars* thing has been around for 30 years now, and in that time it's been able to produce spin-offs ranging from action figures to three piece suites. Some were good, many were bad – so bad, in fact, that they are only owned by the sort of eBay-haunting nutter who can be found circling Alec Guinness' grave with a shovel and a calculating look. From this illustrious lineage now comes *Star Wars: New Droid Army*. You take the role of Anakin Skywalker in his delicate pre-evil days, seeking to uncover the secrets of the New Droid Army by flailing your lightsaber and using the Force across the isometric surface of a series of planets.

It's laden with the styles, characters and locations of the films, and they are entirely recognisable thanks to the excellent graphics. The gameplay's similarly accomplished – you can flip over people to attack them from behind, twirl the lightsaber like a cheerleader's baton, and use it to deflect the droids' laser beams right back at them. The Force powers are also a nice touch, as you've got to wait



★ Slippery? Jedi? Not one of the things the Force masters are renowned for, to be fair.





★ There is a vague story to move things along, but there is a large amount of running about slicing things.

for them to build up before using them, and you get more of them over the course of the game.

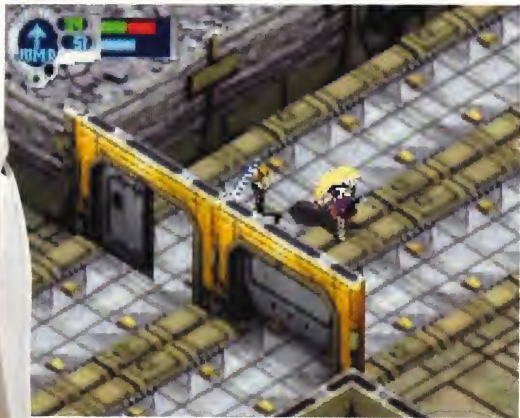
It's all beautifully animated and makes for some great photogenic battles that are really similar to those in the films.

The plot's not bad either, and the familiar John Williams score is a great thing to hear over the GBA's speakers.

However, there are problems. The elaborate battle moves use the directional joystick, which is fine until you're being attacked from two directions at once, whereupon you can't turn round. The gameplay doesn't develop much either – assuming you've mastered the controls, slaying the bad guys isn't that hard to do, and gets a bit repetitive after a while. However, it's still fun, the gradual plot development through the people you meet is involving, and it looks like it's got a good enough lifespan to keep you entertained in the queue for *Episode III*. JON HICKS

**Top Tip!**

Try not to get stuck with enemies on either side as it's very difficult to take two on at once.



★ Graphically things work up to a point. The characters are so dinky and it's sometime tricky to see what's going on.

## ADVANCE OPINION

Great-looking *Star Wars* fun with some nice touches, but it doesn't quite set the universe alight, unfortunately.

**73** %



★ The dopey controls really let the play down. Shame really as the renderings of Obi and Anakin are rather tidy. Look at the hair. Lovely.

# STAR WARS: ATTACK OF THE CLONES

■ PRICE £40 ■ PUBLISHER Radical ■ SAVE Password ■ LINK-UP No

**S**hame upon shame. While the movie lifted galactic hopes previously shattered by *The Phantom Menace*, this game brings them back down to the depths of a Sarlacc pit.

A pedestrian mix of side scrolling 2D – *Double Dragon* but with a sabre – and dreary flying/driving bits in sort-of 3D does not a memorable adventure make. And unfortunately, this is further hampered by sluggish controls. The Force is definitely not with this one... blah, blah, yawn.

**44** %



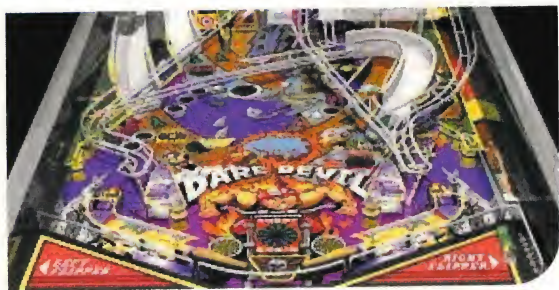
★ The bit in the movie where Ani really turns away from the light and lets the dark side rule his roost. Go on, kill the Sand People, all of them.



★ It's not all walking. But the flying about bits are rudimentary at best.



# Reviews



★ Yes, it looks like a pinball, but unlike *Pinball of the Dead* (review page 87) this brings nothing new to the um... table.

## PINBALL ADVANCE

■ PRICE £35 ■ PUBLISHER Zoo Digital ■ SAVE Password ■ LINK-UP No

**T**he nonsensical (at least to us) fancy that is 'pin and ball' creeps onto the GBA with the leaden groan of a pastime woefully past its time. Great ball physics perhaps, but the colossal aperture betwixt the flippers and the ball's all too frequent sojourns down the channels will tear gaping round holes in your patience. It's got good music, you can say that about it – 40 different soundscapes to be exact. But bloody hell is it dull.

Oooh, look another slightly different table layout! My word, those pins are slightly redder! Such is the joy of advancing through the game. Without the physical sensations inherent to real pinball this simply fails. It's like playing poker for matchsticks. Totally pointless.

**39%**



★ Yeti, in city, just wandering about? The concept may be brutally daft, but somehow this title works really rather well.

## URBAN YETI

■ PRICE £30 ■ PUBLISHER Telegames ■ SAVE On cart ■ LINK-UP No

**A** horribly bizarre mix of a *Grand Theft Auto* style top-down adventure and four retroesque arcade games. And yet, and yet... it really works. Basically, you're a Yeti and you've got to taz about the city performing tasks against the clock. Causing you grief along the way are the police, speeding cars, hobos, dogs and angry mobs.

The action, at various points, switches to a sub-game. Soup Kitchen Manager, for example, finds the hirsute one feeding the advancing customers and collecting the tips. It's basically *Tapster*, but it's not without charm. This is a peculiar fruit, yet one which, through its very daftness and lack of pretension, works on all fronts.

**77%**

## WHO WANTS TO BE A MILLIONAIRE?

### GAMEINFO

- PUBLISHER Zoo
- PHONE 0114 241 3700
- WEB www.zoodigitalgroup.com
- PRICE £30
- SAVE No
- LINK-UP No
- OUT Now

**W**ell, you may want to be, but obviously all you're going to get from this is a bunch of pub-quiz puzzlers and you'll find yourself some £30 worse off. Still, what we've got here is as

faithful a reproduction of the Tarrant fronted prole-o-vision phenomishow as your weeny GBA can conjure up.

The only thing is, where is Chris at? Indeed, he be nowhere to be seen, which is a shame as laughing at post-stroke digi-Tarrant is often the most fun to be had with a video-game version of *WWTBAM*. All the other guff is here though – although show anoraks will notice that the music used from £1000 onwards should only really be used on the million quid question. Sadly, there is no hi-score facility and, as usual, the dunder-headed, pig-ignorant audience always arses it up

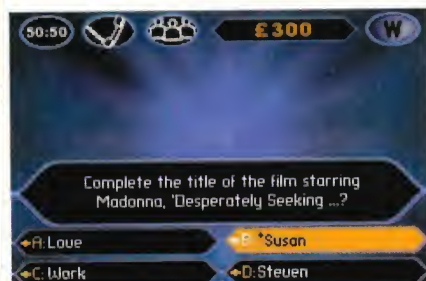


★ Look, it's the show, on your GBA! Only more grainy, the wrong music and no Tarrant. Or contestant.

### Top Tip

What can we say? If you have a mind and know things about stuff you'll be ok. Durr!

when you most need them – thanks for that. Nevertheless, this plays the game you know and love/loathe pretty much as you'd expect. It ain't a bad offering, but you'd probably become more brainy by spending the money on a large encyclopedia. **STEPHEN PIERCE**



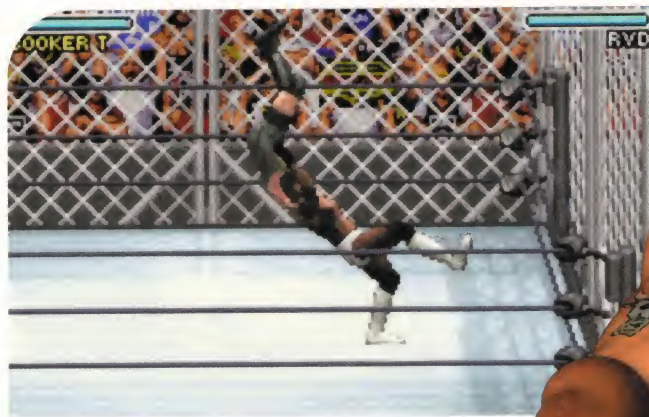
★ As usual, the questions up to £1000 are rather easy. What d'you mean you didn't know it was Susan?

### ADVANCE OPINION

Worth a punt for knowledge-oholics, but most will tire of the pause-ridden formula.

**67%**





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# WWE ROAD TO WRESTLEMANIA X8

## GAMEINFO

- PUBLISHER  
THQ
- PHONE  
01483 767 656
- WEB  
www.thq.com
- PRICE  
£30
- SAVE  
To cart
- LINK-UP  
Yes
- OUT  
Now

**D**ontcha just love the robust smell of a greased up man receiving a sharp boot in the pie and peas? The sound of a chap's knee bone shattering on the chin of a man in a thong? The feel of damp synthetic under briefs? Us neither. So it's a God-sent-pleasure that here we can relive the 'sport' of two grown humans stamping on each other, without the real-deal impacting on our own pretty faces. THQ have ramped up the quali-goodness after last year's disappointing WWF effort. All the prime movers and body-slamers are present, The Rock (natch), Triple H, Kurt Angle, Edge et al. As you would expect, the career mode lets you build on the wrestler's foundation of ability and you can save these settings to the cartridge. Depending on how your bouts evolve, your lycraed up bad-boy will either



★ "Smell the lycra, wrestling foe." We're not saying a word about how dodgy this move looks. Honest guv.

Once you are comfortable with the animation you'll find a lot to get to grips with.



★ The animation is likely to throw you slightly early on but you'll soon get used to it and the game will flow.

increase or decrease in his speed and power. Even if you're triumphant you can become less affective if you didn't work certain moves into your attack patterns. On the upside though, the Shopzone is open. Win matches and you'll win varying clothing and all manner of other wrestling paraphernalia.

The multitudinous use of sprites to fashion the grapple-mongers gives the title an oddish look, although one does get used to this foible and intuitive use of moves soon develops. This is a step up for GBA ring-craft. Once you are comfortable with the animation you'll find a lot to get to grips with, as it were. STEPHEN PIERCE

**Top Tip!**  
Use your power-bar quickly when it flashes, it's only there for a short time.

## LOOK 'N' FEEL

Fuzzy at first, but one soon gets used to the slightly juddery lycra-vista.

## GAMEPLAY

You know the score. Bouts win prizes. Repeat, repeat and repeat some more.

## LIFESPAN

Loads to unlock, items to collect and a stoopid array of moves to master.

## DIFFICULTY

The skill set for wrestling games is familiar, newbies will pick it up though.

## ADVANCE OPINION

The best wrestler currently on the GBA. You like wrestling? You like GBA? What you waiting for?

**78** 1/10





## THE LORD OF THE RINGS: THE TWO TOWERS

### GAMEINFO

- **PUBLISHER**  
Electronic Arts
- **PHONE**  
01932 450 000
- **WEB**  
www.ea.com
- **PRICE**  
£30
- **SAVE**  
To cart
- **LINK-UP**  
Yes
- **OUT**  
Now



★ Chop, slash, hit, stab, pummel, strike, bash, boot, impale, beat, punch, wound, maim – the game in 13 words.



★ The screen can get crowded with figures. It's not confusing though, just hit all of them.

“Hit them, kill them, kill them some more and walk into the next bunch.”

The press wiffle accompanying the game spells things out thus... “Third person action/adventure gameplay with an emphasis on tactical sword fighting.” Well, there’s understatement, there’s understatement and there’s that.

This Ork slaying monster-multiplex-game-slab, manages to deftly avoid any of Tolkien’s subtlety and simply offers chopping stuff. Baddies of every creed, shape, hue and size; hit them, kill them, kill them some more and walk onto the next bunch. Repeat until your eyes frost over and your thumbs turn black and drop off.

It looks nice enough, you can play four different *Rings* chaps – Aragorn, Legolas, Gimli and Gandalf – and there’s 16 “mission locations”, but twonking baddies with your sword is pretty much all that’s on offer here. The modern gamer may feel more than a little short changed.

Five boss monsters need to be vanquished, including the cave troll and beardy weirdy Saruman. You collect power-boosts and health along the way and that’s pretty much it. To be honest, as much as we looked for elements of strategy, we seemed to do very well by simply swiping away at everything that came our way.

Maybe this basic gaming mechanic is meant as a reflection of the mighty battling to come in the movie? Probably. Yet aside from some film clips to chug the story along the game is just a little dull. Rock and slash merchants may be able to live with this, but fans of quality gaming should stand well back. **STEPHEN PIERCE**

### Top Tip

When you hear a rumble get out of there. You’ve gone the wrong way and a rock slide has been triggered.

### LOOK ‘N’ FEEL

Nothing wrong with the visuals – nicely drawn, simple intuitive controls.

### GAMEPLAY

If hitting lots of pointed eared goblin-men is your bag, this is for you.

### LIFESPAN

It’s big and there’s a wide expanse to explore. It’s ultimately linear though.

### DIFFICULTY

It can get tough, but it’s the same kind of tough, over and over...

### ADVANCE OPINION

It does what it does rather well. But long term play is hampered by repetitive bludgeoning. There’s not really enough to do.

60/100





★ Loopa da loop. It cuts to a non-controllable cut-scene when you go over the loop. But it's very brief.

# HOT WHEELS VELOCITY X

## GAMEINFO

- PUBLISHER  
THQ
- PHONE  
01483 767 656
- WEB  
www.thq.com
- PRICE  
£35
- SAVE  
To cart
- LINK-UP  
No
- OUT  
Now



★ Boot the thing down the straight and flick round the corners. They tend not to skid really. Well, not much.

**L**icensed to the famously collectable dwarven automobiles, we're talking racing, but racing with a hue-soaked grin on its face. Most of the courses are admirably detailed and consist of areas of Monument City which you must defend against a motley group of automotive villains.

The tracks are perfect for diminutive motoring, arrows point your way and the nippy little bad-boy-racers will hair-off if you fluff a corner.

You've got aerial stuntery, crashes, banked turns and a pace that will turn heads, all depicted in a *Grand Theft Auto* stylee. One of the nice touches is the inclusion of loop-the-loops, although once you've aligned your car with the loop control is wrenched from your grasp for a second as it auto-drives itself up, over and round. As much as we at *Advance* enjoy a groovy juvenilia infused gad-about we did

### Top Tip

Catch big air off the jumps and keep 'em peeled for short cuts to snatch victory from the exhaust of defeat.



★ The snow doesn't effect your motoring too much. Just get on with the, already tough, job in hand.

find controlling our little mobiles a bit awkward, but that could partially be down to the GBA's mini-pad, so we can't really blame the game for that. It will take a bit of getting used to though.

Stats-wise there are 45 proper *Hot Wheels* cars to unlock and get behind the tiny wheel of. There's 30 odd missions, six large levels and a bunch of offensive and defensive weaponry to aid your progress. All in all, as midget car games go, you could do a lot worse. **STEPHEN PIERCE**



You've got aerial stuntery, crashes, banked cars and a pace that will turn heads.

## LOOK 'N' FEEL

Simple, but the mini-city-scapes have charm. Won't blow your eyes out.

## GAMEPLAY

It's not all racing, get to grips with the power-ups. They become essential.

## LIFESPAN

It does get tricky and the swathe of levels will keep the challenge real.

## DIFFICULTY

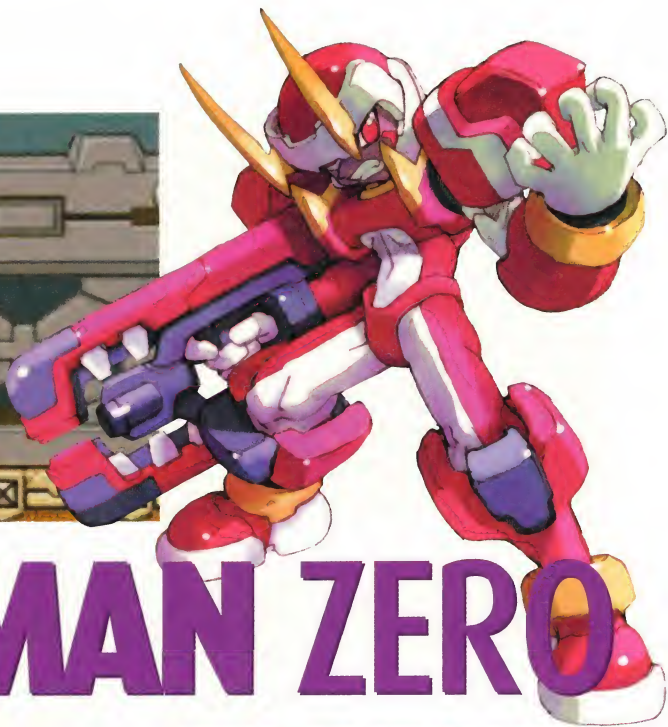
The handling takes some getting used to. Tough for the bigger thumbbed.

## ADVANCE OPINION

Fun and tougher than you'd think, this is an involving title which suffers from comparison with *Mario Kart*.

75%





# MEGA MAN ZERO

## GAMEINFO

- **PUBLISHER**  
Capcom
- **PHONE**  
020 8846 2550
- **WEB**  
www.capcom.com
- **PRICE**  
£35
- **SAVE**  
Battery
- **LINK-UP**  
Yes
- **OUT**  
Now

**T**he last Mega Man game we reviewed was the rather quirky *Mega Man Battle Network* which wasn't really what we wanted. What we really craved was an adventure that stuck to its platforming and robot-blasting roots. This is what we've finally got in *Mega Man Zero* and, to be honest, we're more than a little disappointed.

While we love Mega Man to bits, we were kinda hoping he would have come to the GBA in a better state than this. Okay, so the new graphics have been made to look tasty in Capcom's usual anime style. Yes, the game's structure of a central hub with talky-RPG elements makes a change from the usual strict level progression, and the idea of having ability-enhancing critters helps to make powering up Mega Man just a little more involving but there's just something about Zero that's not doing it for us... the lack of actual fun...

*Mega Man Zero* is really tough. Tough in that it's unforgiving and often unfair. For crying out loud, if we kill an enemy and move three centimetres in one direction and then back again – we don't expect the blighter to come back a split second later and bite us in the ass. With the GBA's dark screen, we don't expect to be punished for failing to make that jump for the hundredth time in a row.

Don't get us wrong, we're all up for a good challenge – but at 6.30 on a train to Birmingham, it's enough to make you spit your bacon sandwich all over the conductor. Okay, so *Mega Man Zero* isn't all bad – but it should definitely have been much better. **GERAINT EVANS**

## Top Tip

Get used to using your plasma sword. It may be more fiddly – but it's far more powerful.



★ Cripes, this game is tough. And not just that, it's actually not that much fun. Potential purchasers take note.



★ The graphics aren't too bad though. Sand dunes and worry things-a-mundo. Smart, mate.

*Mega Man Zero is really tough. Tough in that it's unforgiving and often unfair.*

## LOOK 'N' FEEL

Sweet anime graphics and beautiful cut-scenes. Slick and colourful.

## GAMEPLAY

Jump, shoot jump and shoot some more... just like Mega Man really.

## LIFESPAN

You won't be getting through it in a hurry. It lasted us about four weeks.

## DIFFICULTY

It's hard. Very hard. If you can bear the frustration it's rewarding.

## ADVANCE OPINION

Looks nice and it's challenging to say the least, but it's frustrating and there's nothing really original here.

# 70





★ Facing off against a Triceratops is hard work. You'll need all the tools you can get.

# TUROK EVOLUTION

## GAMEINFO

- **PUBLISHER**  
Acclaim
- **PHONE**  
0207 344 5000
- **WEB**  
www.acclaim.com
- **PRICE**  
£30
- **SAVE**  
Password
- **LINK-UP**  
No
- **OUT**  
Now

**W**ith the vogueish prevalence of first-person-shooters on the GBA right now, it makes you wonder why Acclaim have opted to present Turok in, of all things, a 2D scroller. Even so, it's a bold and thoroughly colourful little gaming jamboree.

The game revolves staunchly around the concept of hacking varying sizes of Jurassic nasty into filets of molten blubber via a vast arsenal of super-charged gunnery. And rightly so. A mighty 16 weapons complete your options, ranging from the single pistol to the heavy duty Double Eraser gun and the nicely monikered Tachyon Burner.

The game is constructed from five areas, within each are four levels. The first three levels play in a fairly standard platform/2D scrolling fashion – run, jump, duck and fire in all directions. The fourth level in each area is a boss level.



★ Ooooph! Look at the power on that... Guns like these will become your friend in the fossil-making quest.

Here the perspective is altered and you shoot into the screen. Controlling a target, you must first dispatch a group of dino-brats dashing towards you before facing the huge and terrible boss-boys. To say any more would spoil it.

There isn't a great deal of originality on show though. The enemies don't display sophisticated or varied attack patterns. Try simply keeping your thumb down on the fire button and moving right while jumping. It works well doesn't it? This isn't a shocking game by any stretch, it's just that this type of 2D walk right business makes *Turok Evolution* rather too much of a predicta-game. Would it not have been better to keep Turok at home in 3D? STEPHEN PIERCE

**Top Tip**  
Keep your eyes peeled for the Rave Weapon. It's worth temporary invincibility and unlimited firepower.



★ Crouch and let rip baby. The gameplay is rather samey after a while. Can guns get boring?

This type of 2D walk right business makes *Turok Evolution* too much of a predicta-game.

## LOOK 'N' FEEL

Swish looking colour dipped sprites and impressive gun-plosions.

## GAMEPLAY

A little predictable, seen it, done it fare. Nice and action packed though.

## LIFESPAN

A fair size, but 2D scroller aficionados will have it sewn up quick smart.

## DIFFICULTY

Simple jump/shoot repetition means this ain't the most nails of titles.

## ADVANCE-OPINION

Limited and familiar action with the 'saurus' assassin. Will pass the time, but there's a lot better out there.

**66** %





★ Slidey, slidey fence, lovely slidey... CRACK ow! Lovely soft hospital sheets, lovely, lovely and soft. Sob.

# AGGRESSIVE INLINE

## GAMEINFO

- **PUBLISHER**  
Acclaim
- **PHONE**  
0207 344 5000
- **WEB**  
www.acclaim.com
- **PRICE**  
£35
- **SAVE**  
Password
- **LINK-UP**  
Yes
- **OUT**  
Now

So then, should the Hawkmeister be fearful? Is this the game to redefine the extreme sports genre on GBA? Well, unless you haven't glanced to the bottom of the page already, no, it isn't. *Aggressive Inline* on the PS2, Xbox and

Gamecube never reached the heights of Activision's benchmark skater and things are lacking here too. Firstly the signature expansive levels of the original versions are missing. In fact the whole thing's been tightened up, making the GBA version, if anything, a game that clearly apes the Tony Hawk's series. The expected mix of grabbing, grinding and flipping are present and correct, but the comparatively mini levels do detract and exploration is severely hampered. Level objectives seem strikingly simplistic too. They're not necessarily easy, just bland. The first level entails jumping through flashing circles (these purport to be flames). These orifices are



★ Moon Raker? MOONRAKER! That, my friend, is quality Roger Moore cinema, not child's boarding slang!

located above ramps and other altitude rich enviro-places.

Boring would be too strong a word for the challenges, they're just not massively exciting. Either way, do well and you'll obviously unlock further levels. When you gather speed and whizz around the locations you'll build up a grind bar. This addition lets you perform the familiar skidding manoeuvre so suited to kerb edges and rails.

Letting things down further is the animation of the skaters – it's a bit ropy if truth be told – which hinders your ability to land straight on occasion. The amount of tricks at your disposal isn't vast either, but you can manufacture some impressive combos by swinging on horizontal and vertical bars to reach higher areas. Overall, this is reasonable, but Tony's really going to need a bigger challenge. **STEPHEN PIERCE**

## Top Tip!

Leave this on the shelf and choose an extreme sporter with the words 'Tony' and 'Hawk's' in the title.



★ Dodge the cones like some kind of insane cone dodger. Wait a second, is that a rude word on the screen?

Boring would be too strong a word for the challenges, they're just not massively exciting.

## LOOK 'N' FEEL

Dodge visuals mean frustration as you miss a landing for the 1000th time.

## GAMEPLAY

Different to larger console versions. Not too big and fairly simplistic.

## LIFESPAN

A good bunch of small-ish levels, but the difficulty is what'll keep it going?

## DIFFICULTY

Bad graphics make it more difficult than it should be. Annoying.

## ADVANCE OPINION

Passable rather than inspiring. Lacklustre when compared with the beautiful and wonderful Tony Hawk's series.

69%





★ "It's a long road when you're on your own," as the lyrics to the *Rambo: First Blood Part II* theme went. Quite apt.

# GT ADVANCE 2

## GAMEINFO

- PUBLISHER  
THQ
- PHONE  
01483 767 656
- WEB  
www.thq.co.uk
- PRICE  
£25
- SAVE  
On cart
- LINK-UP  
Yes
- OUT  
Now

There are loads of hillocks that cloud your view and catapult your ride into the air.

**W**hen the first *GT Advance* turned its ignition way back in the days of the GBA launch we hailed it the 'best realistic racer' on the market. This time around the track and street based race-a-ramas have been

usurped by a leaning towards the earthen.

The country roads and mountain passes of the world rally circuit will be keeping your thumbs a-twitching, and the good news is, it's as tough, gripping and exhilarating as before. It could be said that the game's lost a little of the realism factor, but this, in turn, makes it more fun to play than the first.

Rather than occasionally tiresome laps around a familiar track, here you've got lengthy, undulating stretches of road that increase in distance with every race. Plus there are loads of hillocks that cloud your view and catapult your ride into the air. On the downside, some might find the handling a smidge on the twitchy side, and sadly it's never going to seduce you with looks alone. But give into the vehicular verve and you'll be powersliding around broad corners and bounding over bumps with the glee of a bum with a full bottle of brandy.

Add to this the deeply agreeable two-player mode, the standard single-player time trial and a main game learning curve that could barely be pitched more perfectly and you're talking about a highly commendable racing package with more under the bonnet than most. Va-va-voom – as irritating TV ads are inclined to point out. **STEPHEN PIERCE**

### Top Tip

Use the full width of the road when approaching corners and skid the whole way around.



★ "Yeah!" Congratulations of this sort arise from time to time, when you emerge unharmed from a puddle, say.



★ This would be a map. It outlines the stages within a rally. This one highlights France. Good eh?

## LOOK 'N' FEEL

Unlikely to send you into pleasurable convulsions, but it does the job.

## GAMEPLAY

Less realistic than the previous effort, but more fun for it.

## LIFESPAN

Long tracks and plenty of them. You'll be sliding about for a while.

## DIFFICULTY

Initially a little tricky to control, but you'll soon get the hang of it.

## ADVANCE-OPINION

A very acceptable companion game to the original *GT Advance* and a very tidy rally simulation in its own right.

# 84%





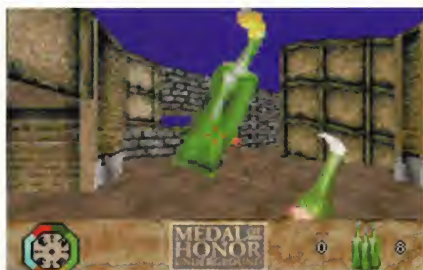
★ Bum-blasting sludge-fest on your GBA. Fancy that? No, us neither.

## MEDAL OF HONOR UNDERGROUND

### GAMEINFO

- **PUBLISHER**  
Zoo Digital
- **PHONE**  
0114 241 3700
- **WEB**  
www.zoodigitalgroup.com
- **PRICE**  
£30
- **SAVE**  
To cart
- **LINK-UP**  
Yes
- **OUT**  
Now

You wind up ensnared in scenery or find yourself shooting your opponents through a locked door.



★ Explodey petrol bottles. Something of a waste really, they're a perfectly good tramp's breakfast.

**A**nd we were so looking forward to this... With each environment appearing to be manufactured via a mix of excrement and wattle and daub this is one brown game. Indeed, it is difficult to imagine how you could brownify your GBA more effectively. A bottle of Daddies and a pastry brush perhaps?

Still if brown games are your thing (anybody?) then *MOHU* may suffice. Yet, amongst the brown, it's really difficult to make out the rampaging Nazis, let alone pepper the blighters with your sidearm. Members of the supreme race appear to be depicted as blue squiggles. When your eyes finally adjust to the earthen tonality it does vaguely improve. You can just about make out that you're supposed to be sneaking about blowing up trucks and having away



★ Yes, your eyes don't deceive, this bit isn't brown. Worry not brown fans, normal service will resume soon.

with secret papers. Sadly, too often you wind up ensnared in scenery or find yourself shooting your opponents through a locked door. With the stonkingly powerful auto-aim feature ensuring that you never miss, the game's shocking appearance is equalled by desperately dull play. Later, when the Nazi's don grey uniforms, it gets trickier, but only because they are, amazingly, even more difficult to spot than before.

The *Medal of Honour* series on PSone and PS2 consistently supplied a quality gaming experience. It is a shame that the series has now been sullied by this dreadfully presented shambles. In this instance, war is definitely hell. **STEPHEN PIERCE**

**Top Tip!**  
In a curious quirk of physics you can carry eight burning petrol bombs indefinitely.

### LOOK 'N' FEEL

Quite, quite heinous. Brown times brown equals brown. It's very brown.

### GAMEPLAY

Sluggish. Difficult to make out what's going on. Dull. That enough for you?

### LIFESPAN

You'll never get to the end. Not due to toughness, due to boredom.

### DIFFICULTY

Hard, but for the wrong reasons. This is nothing like the PS2 game.

### ADVANCE-OPINION

A big brown misery. Shooting WWII Nazis is a strong gaming premise, but in this treatment you simply won't be arsed.

**44** %





★ Cover yourself up man! That's no way for an English gent to put himself about. Datty boy.

# KELLY SLATER'S PRO SURFER

## GAMEINFO

- **PUBLISHER**  
Activision
- **PHONE**  
01753 756 100
- **WEB**  
www.activision.co.uk
- **PRICE**  
£35
- **SAVE**  
Battery
- **LINK-UP**  
Yes
- **OUT**  
Now



★ Mmmm, watery wavy. Don't you want to just jump in and wade about and get all chilly, but in a nice way...



★ ... though more than likely you'd step on a jellyfish and die of poisoning, squirming on the sand. Best not, eh.

Some readers will remember a bulky handheld of yesteryear: the Atari Lynx. On that system was *California Games*, which included its own surfing section. This excellent specimen more than borrows from the ideas explored on the Lynx.

You will, of course, recognise the themed packaging of the *Tony Hawk's* series and, as in that game, the fun is in executing outrageous, realistic and fictional tricks.

There are two main single player modes: Championship and Challenge.

Championship is the standard three-run competition against opposing surfers. In Challenge mode you surf the same waves that you've unlocked in Championship mode, but here you have to complete a checklist of tasks. Complete this and you earn surfboards with enhanced abilities. These boards can then be taken back to the Championship mode so you can compete with the tougher opponents.

The graphical side of the game consistently impresses with a great introduction and a fantastic approximation of a seafront complete with watery half pipe. But then, the watery half-pipe is all the graphical excess there needs to be in this game. This is essentially *Tony Hawk's* on a single never-ending half-pipe and so is limited as a result. Best recommended for those who have exhausted the other Activision extreme titles in the series. **SIMON PARKIN**

## Top Tip

To perform a Monkeyman press down, down, grab while in the air. That'll impress the chicks.

This is essentially *Tony Hawk's* on a single, never-ending half pipe.

## LOOK 'N' FEEL

Lovely opening and looks great. What it does, it does very, very well.

## GAMEPLAY

Generally fun, but gameplay is inherently limited.

## LIFESPAN

If the bug bites then you'll be working hard to unlock it all.

## DIFFICULTY

Initially hard to get into but once you get the hang of it you're away.

## ADVANCE OPINION

It's the best of the surfing games but there's more fun to be had with the other extreme sports titles.

78%



“It’s a non-offensive little number which, due to its faceless nature, will appeal more to *Rainbow Six* tacticians.”

# THE SUM OF ALL FEARS

## GAMEINFO

- PUBLISHER  
Ubisoft
- PHONE  
01932 838 230
- WEB  
[www.ubisoft.com](http://www.ubisoft.com)
- PRICE  
£19.99
- SAVE  
To cart
- LINK-UP  
Yes
- OUT  
Now

**T**hose even casually familiar with the four-to-the-floor, group-stealth-combat of games such as *Ghost Recon* and the *Rainbow Six* series will be comfortable in these fatigues. For this flick-buster game-tie-in adopts the manner of a tactical assault team addressing numerous high-risk scenarios with, you know... guns and stuff.

To the plot then. It's New Year's Eve and a band of renegade militia seize a TV station and broadcast their demands on air. The F.B.I.'s Hostage Rescue Team is called in to usurp the threat and, in case you hadn't guessed, that's you.

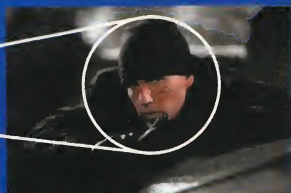
Of course, the TV studio scenario is over quickly and a journey of right-doing follows. This takes in the mountains of West Virginia, the diamond mines of South Africa, the deserts of the Middle East and the abodes of the rich and powerful in Austria. Sound alluring, in a chic trans-continental fashion? Well, it might be, were it not for the fact that, irrespective of your location, you're still stuck within the confines of a similar boxy-room layout.

★ While most of the levels seem to have a similar look, there are differences. See, a forklift and some crates.



## Film into GBA will go. Won't it?

Don't know if you've seen the movie *The Sum of all Fears*? It's a by-numbers predicta-thriller, which is notable really only for handing the lead role of Jack Ryan on Harrison Ford to Ben Affleck. You be Ryan in the game. Resemblance? Any? D'ya think?



★ Here is mini-Ryan. He is predominantly in black, just like Affleck over there. Although his body and face are not so easily discernible. Um... sadly.

★ Here is real Ryan. He's sporting black – check. He's got a gun – check. But, oh dear, that acting. Sorry Affleck, the Oscar goes to the little GBA man.

★ Keep an eye on your health bars. It's tricky as they are so small. Fail and your team will be cut down, dead, deaded.

Different barrels, pictures on walls, toilets and the like crop up to provide differentiation, but on the whole these really are de ja rooms. Play involves a fair bit of wandering and a good slice of shooting. But don't make the mistake *Advance* did when first picking it up. Take your time. stealthing and making sure areas are clear is vital. *Advance* chose to just charge in and, sure enough, three rooms later our squad was reduced to one rather worried looking soul.

11 missions stand in the way of you getting a pat on the back from the suits. The environments do tend to flicker a bit while walking and the missions are not massively complex, but there is fun to be had if you take things slow and absorb the atmosphere. It did strike us as weird that standing outside a door and blazing away with your automatic seemed to result in the terrorists simply opening the door and exposing themselves to a hail of hot lead. But, equally on occasion, it seemed that a room was clear only for a tooled-up rogue to pop out from behind a barrel and drill the team. You never know what to expect.

Tasks on offer to your quartet of gun-happy-loons include planting bugs, retrieving data files, rescuing hostages and destroying caches of illegal armoury. Most often one of your primary directives seems to be eliminate all the terrorists, so there's no way of sneaking in and out for those of a jelly-spined nature. Fortunately you'll have recourse to numerous tools of the trade to get the job done. These number 15 different gun types, flashbangs and frag grenades – all very *Who Dares Wins* (hello there, older reader.)

This title can't be recommended unreservedly. Graphically it ain't going to put a bomb under your arse and the missions may seem a little simple for the more creative. That said, it's a non-offensive little number which, due to its fairly faceless nature, will appeal more to *Rainbow Six* tacticians than, and one hastens to say this due to its implausibility, fans of the film. STEPHEN PIERCE

### Top Tip

Let fly with your 'gat' outside a room and watch the dumbo-headed terrorists run out and into your death spray.



★ Run up a level and alleviate the feeling that you are just stuck on one plateaux, in a maze, with the same three fellas, for hours, and hours, and... is it tea-time yet?



### LOOK 'N' FEEL

Tiny little men running after each other and samey looking rooms.

### GAMEPLAY

Walking about gets a little dull, but the fresh weapons add interest.

### LIFESPAN

A fair size and multiplayer options extend the appeal further.

### DIFFICULTY

Using your fellas effectively takes learning, but fairly pick-up 'n' play.

### ADVANCE OPINION

A generic *Rainbow Six* clone with a filmic badge. But not bad for it. Enjoyable enough but lacking a little depth.

70/100



# Reviews



★ Catch the little people or they'll die of falling. And hitting the ground at speed, of course.

## GAME & WATCH GALLERY ADVANCE

### GAMEINFO

- **PUBLISHER**  
Nintendo UK
- **PHONE**  
01923 895 390
- **WEB**  
www.nintendo.co.uk
- **PRICE**  
£30
- **SAVE**  
Yes
- **LINK-UP**  
On two of the games
- **OUT**  
Early 2003

**G**ame & Watch, for those who weren't around in the 80s, were little Nintendo gadgets with a weeny monochrome LCD screen, which featured one simple game. An excellent job has been done bringing this to the GBA, cramming six games into one cartridge, and for each of them you can play in the so-basic-it-hurts old-fashioned style, or the identical but much prettier modern version, featuring the Nintendo talents of Mario, Luigi, and co. The gameplay remains identical for all the games – *Donkey Kong Jr.*, *Donkey Kong Classic*, *Boxing*, *Mario's Cement Factory*, *Rain Shower* and *Fire*. In all of them you control your character through a very limited range of movement, avoiding similarly linear bad guys and building up points.

While the basic gameplay is almost *Pong*-like in its simplicity, most of the games are highly addictive. Long-term playing is helped by the save feature, which stores your game when you switch the power off. There's a good range of extras as well.

On the downside, the old-fashioned origins are a bit of a double-edged sword – the classic view of the games just makes you thankful that you don't have to endure terrible graphics any more. Even the updated versions are limited compared to more advanced modern puzzlers, and *Boxing* is downright rubbish – and it's one of only two multiplayer games. However, the others are still just as addictive as they've always been, and should still be a challenge even for those raised on more sophisticated fare. **JON HICKS**

### Top Tip

Collect the moon symbols when they appear and you'll get an extra life.



★ The old fashioned graphics seem to have been given a spit and polish for the GBA. Or is it just us?...



★ ... having said that, just take a look at this black 'n' white maddery. Brush the cobwebs from the screen, old timer.

The basic gameplay is almost *Pong*-like in its simplicity.

### LOOK 'N' FEEL

The modern mode looks great, and the controls are very simple.

### GAMEPLAY

A great set of retro challenge that'll suit all comers.

### LIFESPAN

Should easily see you through right into the 2080s.

### DIFFICULTY

Simple enough games, but they'll take you an age to complete.

### ADVANCE-OPINION

An updated old-school classic that's still simple, but even more addictive thanks to its new updated graphics.

70%



# EXTREME GHOSTBUSTERS CODE ECTO-1

## GAMEINFO

- **PUBLISHER**  
Wanadoo
- **PHONE**  
0207 633 0633
- **WEB**  
www.wanadoo.com
- **PRICE**  
£14.99
- **SAVE**  
Yes
- **LINK-UP**  
No
- **OUT**  
Now

Eliminate ghosts with the revolutionary technique of shooting at them.

**T**hose withered types who follow the media hype will have noticed a touch of fuss around a game called *BMX XXX*. This bravely attempted to combine the seemingly opposed genres of cycling and sex, without mentioning saddle sores.

*Extreme Ghostbusters* will disappoint anyone who likes this game-porn crossover genre. No rampant orgies, no sex-



★ Woosh, goes the ghost-sucking device. Just like in the movies, only without the good jokes.

crazed ghosts, just an oddly named cartoon converted from small screen to even-smaller-screen.

You play as one of two characters who both eliminate ghosts with the revolutionary technique of shooting at them. This isn't a terrible platformer by any means, but it is far less original than a pack of ready-salted crisps. **DAN GRILLOPOULOS**

## Top tip

Look out at all times for the glowing pink stars. They will benefit you in unfathomable ways.



★ It ain't a terrible looker. Play areas have variety and you can travel up as well as the more predictable along.

## ADVANCE OPINION

A big pile of Ectoplasm threatens. Who ya gonna Call? After this, *Mario Bros.*

**55** 1/10

# GREMLINS: STRIPE VS GIZMO

## GAMEINFO

- **PUBLISHER**  
Wanadoo
- **PHONE**  
0207 633 0633
- **WEB**  
www.wanadoo.com
- **PRICE**  
14.99
- **SAVE**  
Yes
- **LINK-UP**  
Yes
- **OUT**  
Now

With a lifespan of about two boring hours, we seriously can't recommend this game.

**A** kid's game based on a movie from 20 years ago doesn't seem a guaranteed money-spinner, so you'd think the developers would put some effort in. Yet *Gremlins: Stripe vs Gizmo* is a nice game like Paul Daniels is 'nice'. That is, it's let down by being repetitive, far too short, and it lacks any 'magic'.

You can take either the mogwai or the gremlin and you spend your time hunting out presents as Gizmo, or stealing presents as Spike: there's no real difference here as you're playing the same levels.

Apart from the sight of a cuddly mogwai being forced to eat custard pies (that turn him into a big ball of pus – just like life, eh?) the truly horrifying thing about this game is that there are only five, very short, very easy levels.



Link-up play is more of the same, and time-race mode races you against the clock in, yes, the same maps again. With a lifespan of about two boring hours, we seriously can't recommend this game. **DAN GRILLOPOULOS**

## Top tip

Learn the lie of the land in single player so you can demolish your mates come multi-time.



★ Horrible Gremlins like this multi-legged spider-mess will chase you if you don't want to rumble.


## ADVANCE OPINION

Don't play this after midnight or you'll turn into a gibbering fool. Or before midnight.

**54** 1/10



# ECKS VS SEVER 2



“If it’s a first person shooter you’re looking for on GBA, then this is the only one you’ll ever need.”

## GAMEINFO

- PUBLISHER  
BAM
- PHONE  
0207 428 7800
- WEB  
[www.bam4fun.com](http://www.bam4fun.com)
- PRICE  
£30
- SAVE  
To card
- LINK-UP  
Yes
- OUT  
Now

**A** year ago we'd have been staring in disbelief at the sight of a FPS of this quality running on a handheld, but these days there seem to be more and more of the type emerging (there's at least three reviewed in these very pages) and so it's a little harder to be impressed. This is not the case with *Ecks vs Sever 2* as it's undoubtedly the best blaster the Game Boy Advance has to offer.

On first glance, it's hard to see what's special about it. Graphically it's pretty basic looking, despite the technical mastery that lies beneath it all. The enemy sprites, for example, are poorly defined (in comparison to other

shooters like *Duke Nukem*) and there's little in the way of texture work on the floors and ceilings – but the more you play, the more such minor quibbles fade into insignificance. If anything, this lack of detail makes actually seeing the action on the GBA's screen much easier – something that you can't say about *Doom*'s murky, sluggish visuals.

First off, this game is very slick. It rarely seems to jar to the point of being a hindrance to gameplay, and your character's movement is speedy enough to keep the pace exciting, while not too quick to make aiming and negotiating difficult. Controls wise, everything is also very instinctive. The shoulder buttons strafe you left and right





★ Four-player barbarity right there on your GBA. Are you ready for such goings on? Can you believe this is on a handheld?



★ Ooops, someone invited you to a gun party and you've only brought a knife. Leave, quick!

while the D-pad deals with the usual turning and walking. This allows for some very easy circle strafing and sidestepping around corners before letting rip with a shower of lead soon becomes second nature. More pleasingly, however, is that BAM have managed to add a manual aim function. You're unable to move while in this mode, but it does mean that (for once on a GBA) you can aim at any specific target you want, whether it's above or below your position, and be sure to score those vital hits without hoping the auto-aim does it for you.

That's not where the innovation and quality ends. This isn't just your standard run and blast romp. You have to fulfil certain objectives, like protecting or freeing hostages. You have to sneak through vents to stealth your way into

★ One pistol against three? Surely this is an unwise situation to be in? Perhaps you should try talking it over?

mission-critical areas, and at all times you have to be mindful of what you're doing – definitely a welcome change from all the basic carnage offered by the likes of *Doom*. What this ultimately means for the single player experience is that it's far more engaging. You feel a lot more involved. It's all far more atmospheric and, as such, you'll have serious trouble tearing yourself away from the screen – it really is that satisfying.

As if all this wasn't enough, *Ecks vs Sever 2* has a superb multiplayer mode. In fact, we'd go as far as saying that it's one of the best multiplayer games that the GBA has to offer, complementing classics like *Mario Kart* and *Advance Wars* perfectly. There are loads of 'capture the flag' style mini-games and scenarios to play through with your mates as well as that all important deathmatch.

Basically then, if it's a first person shooter you're looking for on GBA, then this is the only one you'll ever need. Brilliant stuff. **GERAINT EVANS**

### Top Tip

Take your time. Start legging it around like a mad thing and you'll be out-gunned. Move through the levels slowly, checking them for alternative routes and vents...



★ The graphics look a bit special. Smooth and crisp – perfect for gunning down grown men made of pixels and making them cry and snivel.

## SWEET EFFECTS

While some FPS games on GBA are satisfied with a couple of lifts and stairways as the pinnacle of their technical mastery, *Ecks vs Sever 2* boasts some brilliant touches to set it apart from the competition. Night vision goggles that show up enemies in the dark, a sniper scope that allows you to zoom in and out to pinpoint far away targets (that one is particularly smart) and – get this – the ability to swim freely under-water. These kinds of additions mightn't sound like much, but they do demonstrate just how far the developers have gone to make this special – and it really shows. It also opens up more possibilities when tackling certain levels or situations. The sniper scope, for example, is especially handy when surveying a specific group of enemies from far away.



★ I wear my night vision goggles at night. Green they may be, but you'll never survive without them.

### LOOK 'N' FEEL

Looks basic to start with, but it soon reveals a brilliantly designed game.

### GAMEPLAY

A mission-based FPS with a stunning multiplayer. What more d'you need?

### LIFESPAN

The single player is big enough, but the multiplayer is where it's at.

### DIFFICULTY

It's no push over, and the latter stages demand some tough finger work.

### ADVANCE OPINION

One of the GBA's increasingly rare essential titles. This is far and away the best FPS available for the system.

# 90



# Reviews

## DEFENDER OF THE CROWN

### GAMEINFO

- **PUBLISHER**  
Metro 3D
- **PHONE**  
(US) 408-286-2900
- **WEB**  
www.metro3d.com
- **PRICE**  
£35
- **SAVE**  
Battery
- **UNK-UP**  
No
- **OUT**  
Now

Shift soldiers about, build castles and recruit forces. With this comes great strategy.



★ Recruiting your forces and moving your soldiers takes up a large portion of the game. Strategy fans will be happy.



★ It's not all strategy – you also get to catapult extremely large cannonballs towards your enemy's castles.

**S**tratagem brained perplexi-generals will get off on this territory snaffling, army building fest of order barking. You take the role of an inexperienced Lord of a small territory in feudal England. Most of the gameplay entails the aforementioned military manufacture and land appropriation, however there are some more action-centric segments involving jousting tournaments and the lobbing of cannonballs at enemy fortifications.

It's like a board game, in as much as you take turns to shift soldiers about, build castles and recruit forces. With this comes great strategy. Should you invade areas near you own land for a quick financial yield? Or take lands around your foes to stall their progress? Dunno? Then perhaps the cut and thrust of 12th century Britain is not for you. It's a tight little title with pleasing looks that off-set the depth within. **STEPHEN PIERCE**

**Top Tip**

Try to collate riches and soldiers early on when resisting minor attacks, it will pay off in the end.

### ADVANCE OPINION

The rustle of chain-mail gets chaps hyped for war – a strategy game of distinction.

**68** %

## SCOOBY DOO THE MOVIE

### GAMEINFO

- **PUBLISHER**  
THQ
- **PHONE**  
01483 767 656
- **WEB**  
www.thq.com
- **PRICE**  
£30
- **SAVE**  
On cart
- **UNK-UP**  
No
- **OUT**  
Now

This is a dreary isometric lope-about with the gibbering hound.

**A**nyone say 'cash in?' This is a dreary isometric lope-about in the company of the gibbering hound, the beardy stoner and the rest of the 'hilarious' crew. It all takes place on Spooky Island where you go hunting for keys to open doors that will let you in a room that will then make you find another key to... you get the idea. This is sluggish stuff and you would have to be a remarkably forgiving fan of the cowardly canine to want to mess with this drivel. Scooby, dooby... don't. **STEPHEN PIERCE**

**Top Tip**

If you see this in the store simply walk the other way. It's the best advice we can give.



★ Freddie belies his immensely camp image by facing up to some demented fun-fair owner dressed in monster gear.



★ Find a key – move onto another level. Find a key – move onto another level. It's deeply tedious stuff.

### ADVANCE OPINION

Big things weren't expected for this and it hasn't disappointed. This is mess, pure and simple.

**37** %





★ The gripless frosted track is the least of your worries when you've got two nutters trying to ram you.

# COLIN MCRAE RALLY 2.0



## GAMEINFO

- **PUBLISHER**  
Ubisoft
- **PHONE**  
01932 838 230
- **WEB**  
www.ubisoft.co.uk
- **PRICE**  
£35
- **SAVE**  
On cart
- **LINK-UP**  
Yes
- **OUT**  
Now



★ Replay action, woo-hoo! It's a nice addition, but the novelty wears off rather quickly.



★ "Leave him Colin, he's not worth it!" Making it personal with another driver will only cost you time.

Scenery tends to just pop-up making it impossible to clearly see what's round some corners.

Offering a trad mono race and a multi-car arcade option in your rally game is the way to appease all. Some prefer the Zen purity of the man vs clock experience, while others crave the bang 'n' crunch of a four car mash-up.

Thankfully, both camps are serviced here. But even for experienced digital racers this title is no walkover. One element of buffoonery on a tight corner will blast you headlong into the trees and will put you so far behind that you may never catch up – it's totally unforgiving. Unfortunately there is some irritating graphical glitchery which further compounds the game's toughness. Due to a poor draw distance, scenery tends to just pop-up making it impossible to clearly see what's round some corners. Still, there is much here that rocks. The graphics are strong, with each of the nine cars modelled well in 3D. The scenery and tracks are sharp too. Furthermore, there is a smart four-player mode included which only requires one cartridge – a generous bonus. Being able to tinker with your vehicle and the Time Trial mode adds depth to the game, but ultimately it's about competition driving. And due to the title's toughness it will only be a player with nerves of iron who will be able to totally master this cart. **STEPHEN PIERCE**

## Top Tip

Make sure you play in an adequate light. One glint on the screen could have you ploughing out of control and straight into a world of purest hurt.

## LOOK 'N' FEEL

Swish looking cars and tracks, but it lets itself down with the pop-up.

## GAMEPLAY

Tricky driving which requires a deft touch. Cars feel real, however.

## LIFESPAN

The toughness of the game will demand hours to master.

## DIFFICULTY

As we've just said. This is one tough git. Prepare to cry.

## ADVANCE OPINION

A fine rally title which comes unstuck through some unsightly visual shamble. Hard as a mother, you've been warned.

**81**%





★ Purple pincer beasts to hit. Hit them then and hit them some more. Then they be dead and you can be on your way.

# THE MUMMY

## GAMEINFO

- **PUBLISHER**  
Ubisoft
- **PHONE**  
01932 838 230
- **WEB**  
www.ubisoft.co.uk
- **PRICE**  
£30
- **SAVE**  
To cart
- **LINK-UP**  
No
- **OUT**  
Now



★ Your lovely family of dad, mum and boy-kid. Protect them for you love them. Yes you do. Love them, mmm.



★ The red circle round a baddie means you've targeted him for a large serving of pain.

The animation is pedestrian, the puzzles won't tax anyone outside a remedial classroom.

**B**anish thoughts of the critically derided but publicly embraced cini-cheese. Here we're strictly cartoonified. Indeed this is the interactive version of the Stateside kiddie-cast and features the leads Alex, Evy and Rick O'Connell. It's the 1930s and you take the adorable O'Connells across arcane Egyptian environments fronting it with numerous gentlefolk of dubious character. Chiefly one should point out the familiar and consistently irritable baldoid Imhotep, however, there are a number of other nasty attractions just waiting around to be banished. Each of the delicious O'Connells is blessed with a different skill-set (the dude is stronger, the chick more nimble, get the idea?) but you can also happen upon powers of a magic nature, mastery of which is a requirement of success.

Things chug along in an amiable enough way, but this is not bleeding-edge GBAing. The animation is pedestrian, the puzzles won't tax anyone outside a remedial classroom, while the general gameplay mechanic verges on the repetitive. But then of course so do many games. While this will hardly satiate a gaming purist, the UK fan base of the TV show (assuming there is one?) will overlook the obvious failings and dive headlong into the familiarity. This could be perceived as a perfect example of a cynical tie-in game manufacture, but if it makes the little 'uns happy, what on God's Earth is wrong with that? **STEPHEN PIERCE**

**Top Tip**  
Learn each character's strengths and failings. In order to seriously kick bandaged-arse you'll need the knowledge.

## LOOK 'N' FEEL

Looks like the cartoon. What do you want? That it looks like the cartoon.

## GAMEPLAY

Nothing new. Just like loads of similar titles only it looks like the cartoon.

## LIFESPAN

Rather easy. If you eat, drink and er... you know games, steer clear.

## DIFFICULTY

Rather simple for the professional gamer. The younger child will enjoy.

## ADVANCE OPINION

Not a serious game for serious people. It's a simple and horribly clichéd example of, if you like the cartoon, go for your life.

**51%**





★ Kick-off Or, perchance, punch-off? Or, more accurately, beat-the-other-team-into-bloody-mush-off!

# SPEEDBALL 2

## GAMEINFO

### PUBLISHER

Wanadoo

### PHONE

01256 707 767

### WEB

www.kockdistribution.co.uk

### PRICE

£35

### SAVE

Battery

### LINK-UP

Yes

### OUT

Now

A regular reader of *Advance*? Then you'll know we've been gagging for this for ages. That subtle blend of sci-fi-sports and bruising ultra-violence brings back fond memories of mates huddled around an Amiga, dishing out dead arms to each other as that shiny orb gets slammed into the goal for the third time in as many minutes. Happy days. So has it lived up to our expectations then? Well, sadly no. Despite the fact that this is a superb conversion, the experience doesn't really translate to a GBA very well. In actual fact, the game remains the same as ever. You're pitted against a team in a metallic arena, with the soul purpose of beating the living daylights out of each other while making sure you're wanging the ball in the back of the opponent's goal. As you progress through the game, you can tool up and increase the stats of your team in order to make them even more effective against the next side that you smash to pieces.

Visually, the game is spot on and the speed is easily on par with older versions. The trouble really arises with the limitations of the GBA hardware itself. Because the screen is so small and the sprites are so chunky, it's very difficult to get a good idea of where you are in the field of play. This not only limits your scope for passing, but it also makes any kind of strategy and tactics very difficult to implement.

*Speedball 2* is still a superb game – but its natural home was never a GBA and it never will be. Shame. GERAINT EVANS

## Top Tip

It's not always best to pass straight to your teammate. Use the walls and bouncers to get past opponents.



★ Buy your chaps new bits of kit, or a nice pair of shoulder warmers maybe, before sending them to die.



★ Choose your team and off you go into sport-war. Just nobody mention *Rollerball*, alright?

Despite the fact that this is a superb conversion, the experience doesn't really translate to a GBA.

## LOOK 'N' FEEL

Near identical sprites play on dull metallic arenas.

## GAMEPLAY

Violent sporting action that's let down by the GBA's hardware.

## LIFESPAN

Just doesn't cut it unless you can find a mate to play with.

## DIFFICULTY

It's hard to play – but only because you can't see what's going on.

## ADVANCE-OPINION

Nowhere near as good as playing on a proper monitor, and unless your mate has it too, there's little point in playing.

60%





## SPYRO 2: SEASON OF FLAME

### GAMEINFO

- **PUBLISHER**  
Vivendi Universal
- **PHONE**  
0118 920 9100
- **WEB**  
www.vivendi-universal-interactive.co.uk
- **PRICE**  
£30
- **SAVE**  
To cart
- **LINK-UP**  
Yes
- **OUT**  
Now

With three hubs and numerous levels this will take a load of graft to get through.

**L**ord have mercy! Spyro has returned to the Dragon Realms, after a well-deserved holiday, to find that the Dragon Elders can vomit flame no more. Some rascal must have stolen all the Fireflies. What a to do. Such is the fuzzy premise of this second GBA outing for Sony's trademark cuddly lizard.

We've got four playable characters including Spyro, Sparx, and, new to the Spyro universe, Sheila the Kangaroo and Agent g the Space Monkey. As well as his usual different breath abilities, now we've got a Spyro that's able to swim and perform a brutal super

### Top Tip

Use your ice breath to freeze shallow areas of water. This will enable Spyro to cross to other areas of land.



★ Keep your eyes open for fireflies. They are rather hard to hit with your ice breath, we found.



★ Green goo and a pink dog bouncing on a pogo stick, just a typical day in the life of a dragon, one assumes.

head butt. In amongst the mixture of isometric, side-scrolling and top-down views is a quirky, clean-living platformer which, thankfully, doesn't demand quite as much collecting as *Spyro Seasons of Ice*. On the downside, it is a much quicker game to finish, but arguably a more entertaining experience. You pays your money...

Visually it's well up to par. "Better than the old PSone games," we said about the original, and again this is a striking, vibrant piece of work. With three hubs and numerous levels this will take a load of graft to get through, and the puzzles within can and do regularly perplex. It's great, great stuff and a worthy addition to all platform-centric collections. STEPHEN PIERCE

### LOOK 'N' FEEL

A lesson in gorgeosity. Big levels, smart animation and pretty effects – tasty.

### GAMEPLAY

More simplistic than the first game, but still plenty of tasks to perform.

### LIFESPAN

Not the longest game in the GBA's cannon, but it's a good size.

### DIFFICULTY

Some puzzles leave you scratching your head, but most aren't a problem.

### ADVANCE OPINION

A sparkling gem of a game. How they manage to cram this into the little GBA is anyone's guess. But we're glad they have.

**91** %



# DRIVER 2



## GAMEINFO

- **PUBLISHER**  
Infogrames
- **PHONE**  
0161 827 8060
- **WEB**  
www.infogrames.com
- **PRICE**  
£27
- **SAVE**  
To cart
- **LINK-UP**  
No
- **OUT**  
Now

**T**he name is legend in the PlayStation world, yet here, on the GBA, *Driver* simply backs over its own foot. Sadly the thing reeks of too much ambition. In trying to squeeze Tanner's exploits onto the small screen certain essential elements have

simply become too wee.

The map is frighteningly fiddly, while cars you are chasing are so titchy that they're hyper-hard to spot. Furthermore, even getting out of the car is a finger twisting trial, let



★ You're the white car. Look, there's a red van. That's about as interesting as this gets. Enjoy.

alone dashing about trying to filch a different motor. It's also difficult to distinguish between areas of grass and water.

With 30 varied missions it's a fair sized beast and it'll keep you skidding for a good while. But make no mistake, this is a sad blight on the heritage of one of gaming's most illustrious brands. **STEPHEN PIERCE**

## Top Tip

When the cops are on your tail, just drive fast in a straight line. You'll outrun them easily.

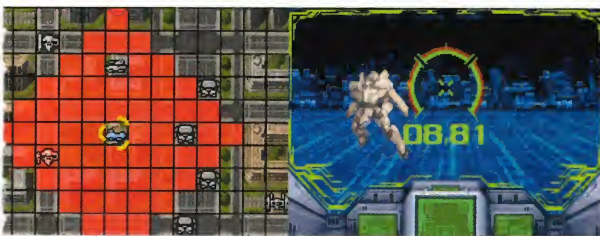


★ Oh so very tiny. Things are so mini as to be very difficult to use properly. Like the out-the-car bits. Smells.

## ADVANCE-OPINION

Don't be roped in by the *Driver* vibe. Despite high expectations this is a big disappointment.

**48** %



★ It's like *Zone Of Enders* on the PS2 in every respect, except any of them. This is cyber turn-based action, only easy on the action.

# ZONE OF ENDERS: THE FIST OF MARS

- **PRICE** £30
- **PUBLISHER** Konami
- **SAVE** To cart
- **LINK-UP** No

**T**he saucy PS2 game made gamers' eyes bleed with pleasure. And this? Well... this is nothing like it. It's in the same time frame, but this time a kid called Cage is caught in a battle between Earth and Mars. Only rather than piloting the stump-armed roboters, you control a bunch of them in an (oh sweet Lord above) turn-based strategy fashion.

It's playable, but *Advance Wars* this ain't. Each blobble of action is followed by a slab of dullard-talking head boregasm – and it really slows things down every time that you think it's all gonna kick off. Reasonable, but too stoppy-starty, sadly.

**62** %



★ Eat my sparkling fists! The fury of some of the blows is such that you fear they may bally well crack your screen. Sort of.

# KING OF FIGHTERS EX

- **PRICE** £30
- **PUBLISHER** SNK
- **SAVE** On cart
- **LINK-UP** Yes

**T**eam and single battle modes, team and single play story modes, two different survival modes and a practice mode, not to mention two player team and single Vs modes... phew, that's a lot of modes. Modes it's definitely got. Yet this good-looking bruiser is eventually let down because

it's simply too damn easy.

Your opponents seem to just stroll towards you without a care in the world, while the controls are a bit fiddly. The characters are a good size though. It's a shame, with more care this could have been a winner.

**63** %



# Reviews

## COUNTER TERRORISM SPECIAL FORCES

### GAMEINFO

- **PUBLISHER** LSP
- **PHONE** 01256 707 767
- **WEB** www.kochdistribution.co.uk
- **PRICE** £30
- **SAVE** Password
- **LINK-UP** Yes
- **OUT** Now

It's full *Metal Slug's* stylings all the way.

**W**hat a top piece of palm-gripped actioneering this is. You can play as three different characters, fly state-of-the-art Apache helicopters and (yuuussss!) even pop people's arses with sniper fire. It's fully *Metal Slug's* stylings all the way as you take the action through numerous by-the-book military enviro-zones.

In *Counter Terrorism Special Forces* you got deserts, cities, mountains and jungles to contend with, all the while switching between the challenges of life as a paratrooper, a helicopter pilot and a sniper.

Make no mistake, this is seriously sexy stuff. While you can increase your firepower, the game continually ups the pain chucking until only the very hardest battle hardened men of war will survive. A two player speed challenge completes this superbly explosive experience that will delight anyone with a computerised desire to shoot lots of thoroughly evil terrorists. **STEPHEN PIERCE**

### Top Tip

This game's so built on one's reflexes that tips are useless. Just have good reactions.



★ **Maximum brutality.** Which is, of course, a good thing. Get stuck in soldier, think of England and chips and fags.

### ADVANCE OPINION

We really like this. Simple blasting of tool-ed troops. Nice graphics, cools sounds... what more do you need?

**82** %



★ Oh those levels, that relentless bloody tune... Seemed so clever at the time. Bit on the simple side now, sadly.

## MANIC MINER

- **PRICE** £30
- **PUBLISHER** Jester Interactive
- **SAVE** No
- **LINK-UP** No

**A**re you in your early thirties? Did you load your first games through a crappy tape recorder that made a squealing noise not unlike a chipmunk being pulled backwards through an industrial vacuum cleaner? Then this may have some value. If not, step away from the light. This is retro platforming for the Speccy (that's the formative gaming experience of the ZX Spectrum, youngsters) generation. And, with the exception of off-and-onable silly over-detailed backgrounds, it ain't changed a jot.

Make one mistake and you lose a life. Lives gone, that's it. This is the old fashioned way – no saves, no passwords, you outthere. This is tough love in a cart. 20 levels, pixel perfect jumping – fancy that? As close to a doctorate as a video game will ever be.

**60** %



★ **Reasons why you should go for this over Doom II.** Well... um... the thing is... we're still thinking...

## WOLFENSTEIN 3D

- **PRICE** £30
- **PUBLISHER** Barn!
- **SAVE** To cart
- **LINK-UP** No

**T**he fact that this is virtually identical to the creaking PC duffer is neither here nor there. When push comes to shove it's still just too darn old. Ground breaking in its day, this first-person tale of Nazi blasting is now just too simplistic for the sophisticated and, dare one say, chic contemporary gamer.

You know *Wolfenstein* by now, right? You get four weapons, 66 levels, an atmosphere light castle as a setting, and loads of stereotypical Nazis to shoot. It's all a bit boxy, grey, grey and boxy and, sadly, it just don't cut it no more. We suggest grabbing onto *Ecks Vs Sever* to see how this sort of thing can really fly on your GBA.

**52** %





★ Graphically we're in a world of sharp-chicism. It will melt your eyeballs out with hot-hammers of delight. Kinda.



★ Duck and shoot to knobble the running man-woman. They've captured Diesel's hairless-head-piece well.

# XXX

## GAMEINFO

- **PUBLISHER**  
Activision
- **PHONE**  
01753 756 100
- **WEB**  
www.activision.co.uk/games/
- **PRICE**  
£29.99
- **SAVE**  
Yes
- **LINK-UP**  
No
- **OUT**  
Now

**T**he phrase "based on the hit movie" is usually calculated to strike fear into the reviewer's heart. More movie tie-in games then we care to remember are hastily thrown together with dreadful gameplay and little relation to the film

apart from the picture on the box. While xXx doesn't mount much of a challenge to this stereotype, it's nevertheless a pretty entertaining game.

You guide the snowboarder-turned-spy through a series of large side-scrolling levels, wasting the bad guys with a wide selection of weaponry. Variety comes in the form of the occasional motorbike trip, which works much like arcade classics like *Road Rash*, avoiding attacking bikers and the oncoming traffic while picking up fuel cells to keep your bike moving. For the most part it's undemanding fun, and some of the graphics are of very high quality – the main character looks great, and there's some neat features as well.

However, overall the game still leaves much to be desired. The bike levels are made pointlessly difficult by requiring you to pick up the fuel cans in order to make progress, and from a distance they look just the cars you're supposed to be avoiding. Meanwhile, the platform levels are just too easy and don't present much of a challenge. xXx is still reasonably playable, but it's not an experience you'll want to repeat in a hurry. **JON HICKS**

## Top Tip

Save your heavy weapons for the tougher enemies later in the level.



★ Think once. Think twice. Think bald man on a bike. This is *Road Rash* basically, but no worse for it.



★ Run from the man in the Next suit. Diesel has an innate fear of travelling salesmen.

The platform levels are just too easy and don't present much of a challenge.

## LOOK 'N' FEEL

Looks good and plays great with smooth and straightforward controls.

## GAMEPLAY

If you liked the film, you'll love this – just run around and shoot people.

## LIFESPAN

Even the slowest of gamers will finish it within a week.

## DIFFICULTY

Simple, and incredibly easy, apart from the bike levels.

## ADVANCE OPINION

Nice to look at and okay to play, but you'll complete it in a weekend and won't ever want to come back to it.

64%



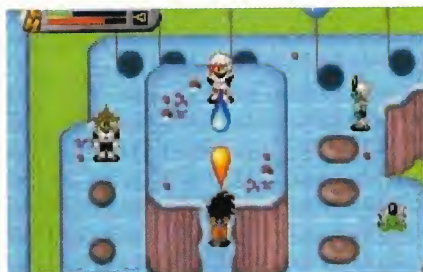


## DRAGONBALL Z: THE LEGACY OF GOKU



### GAMEINFO

- **PUBLISHER**  
Infogrames
- **PHONE**  
0161 827 8000
- **WEB**  
www.infogrames.co.uk
- **PRICE**  
£35
- **SAVE**  
Battery
- **LINK-UP**  
No
- **OUT**  
Now



★ The quests are a little on the dull side. This won't tax hard-man RGP-heads for much more than five hours.



★ Chunky character models do the anime vibe justice. Pity the game is such an also-ran.

The gameplay is lacklustre, unimaginative and brief.

One comes to any videogame conversion of a worldwide anime hit with a certain degree of trepidation. On the one hand you know that ardent fans of the series will buy the game anyway no matter how poor it is. While, on the other, history states that cheap spin-offs from television and film often result in cheap gameplay.

The legacy of Goku bucks the trend of the staple 2D fighting games that have defined the *DragonBallz* world and, instead, takes a walk down the well-trodden RPG road. This allows the developer to impressively condense the storyline of all 92 episodes of the Saiyan saga onto a GBA cartridge.

With RPG kings Squaresoft and Enix ruling the roost for a decade now with their respected *Final Fantasy* and *Dragon Quest* series, most new RPG entries shrink into the shadows never to be heard of again. Unfortunately, this will be the case for DBZ.

Graphically things initially impress, with the anime intro and the large sprites representing the series well. However, the gameplay is lacklustre and unimaginative. Anyone who has played an action RPG before will finish the game in four to five hours. The quests are boring and clichéd: rescue the lost boy; find the lost household object. Controls are also simple but blocky. Hardly inspired stuff.

So ultimately this game is, as expected, average at best, and so for die-hard fans of the series only. Oh, and of course, for your little sister if you want to train her up for *Final Fantasy* in years to come. **SIMON PARKIN**

### Top Tip

Kill all the big crabs and the snakes and squirrels to gain experience points early on.

### LOOK 'N' FEEL

Solid sprites and backgrounds but the poor animation lets it down.

### GAMEPLAY

Standard action-RPG fare that suffers from uninspiring quests.

### LIFESPAN

Way too short for this genre. Tries to cram too much into a small framework.

### DIFFICULTY

Poses a challenge for younger gamers or first time RPGers only.

### ADVANCE OPINION

A shame. With more work this could have been great. Place it next to GBA's *Golden Sun* and it doesn't compare.

55%





★ Super-specials are now much easier to pull off using just one quarter circle left and right + A and B together.

# STREET FIGHTER ALPHA 3

## GAMEINFO

- **PUBLISHER**  
Ubi-Soft
- **PHONE**  
01932 838 230
- **WEB**  
www.capcom.com
- **PRICE**  
£35
- **SAVE**  
Battery
- **LINK-UP**  
Yes
- **OUT**  
Now

**T**here's no mistaking it – this is the daddy of all beat-em-ups. It was awesome in the Arcades. It was awesome on the PlayStation. It was even more awesome on the Dreamcast. And now, unbelievably, developers Crawfish have managed to squeeze it all (and more) onto a GBA cartridge. And what's even more amazing is that they've managed to topple Capcom's own *Super Street Fighter X Revival* off our most played list.

If you've never played *Alpha 3* before, let us fill you in. While the classic one-on-one battle action remains pretty much the same, the wealth of options, characters and fighting styles makes this unique.

There are well over 30 characters to choose from. Each has three different fighting styles which can alter their

### Top tip

Always try to link your super-specials into a combo. That way you'll know your opponent can't block it.

Unbelievably, developers Crawfish have managed to squeeze it all (and more) onto a GBA cartridge.



★ Crawfish have also kept some of the taunts and character intros from the DC and Arcade versions.

individual moves, strengths, weaknesses and super-combos. Battling through arcade mode is as it always was. A series of one-on-one battles (increasing in difficulty) that end up with a boss. On top of this, you also have a World Tour Mode that allows you to battle multiple enemies at a time and fulfil certain battle challenges that give you points to improve your character. Success in both these modes opens and unlocks new modes like 'survival' and 'dramatic battle' which lets you fight with a partner against as well as unlocking even more characters. Lastly, you have the usual 'versus' mode that lets you battle a mate.

The sheer size of this title is impressive enough. But the fact that the presentation, speed and gameplay is intact – bar losing a few backgrounds and the obvious loss in sound quality – makes this one of the GBA's most essential titles. Simply unmissable. **GERAINT EVANS**



★ There are even a few extra characters like Eagle here...

## LOOK 'N' FEEL

Amazing. The presentation is as perfect as we could have hoped.

## GAMEPLAY

Plays just as it should. It's fast, addictive, challenging and rewarding.

## LIFESPAN

Get a mate to play and you'll be street fighting well into the New Year.

## DIFFICULTY

The enemy AI is tough on medium level. Super-hard on maximum.

## ADVANCE OPINION

A near-flawless conversion of one of our favourite fighters. If you're after a brawler, there really is NO substitute.

**91%**



# Reviews



★ Like, woo-hoo man. Radical phatness to the max!

## SSX TRICKY

### GAMEINFO

- PUBLISHER  
EA
- PHONE  
01932 450 000
- WEB  
www.ea.com
- PRICE  
£35
- SAVE  
To cart
- LINK-UP  
No
- OUT  
Now

**N**ot being able to see too far into the distance might seem like a major drawback in the world of snowboarding. It is, kind of... For even though your view is blighted by the obligatory fogging, there is something compelling about *SSX Tricky*.

It might be said that it's a tad ambitious to try and cram a top of the line PS2 title into the humble GBA, but this isn't a bad effort. Pulling off tricks is hard. There's plenty: combos, trick moves. It's everything you'd expect. But there's no two ways about it, they are tough to land, tough to get right, just really bloody tough. The racing on the other hand is (fogging aside) pretty, intuitive and rocket-powered. You will have to spend time imprinting the course layouts into your think-parts however.



★ The graphics can look sexual, but often fogging blights one's view, causing irritation of the eyes.

Pulling off tricks is hard. There's plenty: combos, trick moves. It's everything you'd expect.



★ Racing business can be deeply upset by attempting tricks. One arse-up and you've lost, dood!

The tracks are not massively different visually and, to get that advantage over the AI sliders, you'll need to know when to turn before you see the bend. Animation is gentle and jerkless, and most of the modes from the original are included. We liked the Race Modes, although having to race the same track three times to qualify does tend to irk.

With ten tracks (including Garibaldi, Aloha Ice Jam, Mesablanca, and the glitzy Tokyo Megaplex) and 12 different skaters you can't knock it for variety. If only the tracks could have been a little more distinctive and the stunt-craft easier to grasp, then this could have been exemplary. **STEPHEN PIERCE**

### Top Tip

Stick to racing and step away from the tricks. They can be a devil to pull off in the heat of a race.

### LOOK 'N' FEEL

A fair looker. The fogging irritates. Jenny Agutter now, rather than then.

### GAMEPLAY

The tricks let things down, but the racing can be quite gripping.

### LIFESPAN

Winning races you'll do. Pulling off all the tricks will take ages.

### DIFFICULTY

Stunt work requires some serious perseverance to master.

### ADVANCE-OPINION

A decent game that is king of neither the tricking or the racing, but combines the two fairly well.

74%





★ Agghh, the buildings are aflame. Quick, get the hose and sort it out before the dragons return.

# REIGN OF FIRE

## GAMEINFO

- **PUBLISHER**  
Bam!
- **PHONE**  
020 7385 1357
- **WEB**  
www.bam4fun.com
- **PRICE**  
£30
- **SAVE**  
Password
- **LINK-UP**  
No
- **OUT**  
Now

*Reign Of Fire's* objectives just aren't that interesting – drive a small fire engine around, anyone?

**W**ell, what were you expecting? A wry meditation of the founding myth of England? Exactly. From the moment you clasped eyes on the title you simply knew that *Reign Of Fire* would turn out to be yet another average film license. And you were right.

Shame really, because the *Mercs*-style isometric blaster is ripe territory for a pick up and play GBA title. And because the game sees you control a group of soldiers rather than just one, it also offers a slither of innovation too – promising *Rainbow 6* objective-led scrapping with the accessibility of say *SWIV* – *RoF* could have been special.

Trouble is, the objective-side of the missions hasn't been playtested properly. One minute you'll be whistling along quietly harvesting some crop or other, the next whisked off onto a new mission that can't be completed... because you've not finished the previous one! Grrr. Additionally, *Reign Of Fire's* objectives just aren't that interesting – drive a small fire engine, anyone?

Another bugbear we have is the game's limited palette. Yes, we're sure that army green, muddy green and forest green capture the post-apocalyptic future perfectly but on the GBA they just look plain dull. It also makes it difficult to play the game. Handling *RoF's* many vehicles is fiddlier than buttering a ferret.

*Reign Of Fire* has some nice ideas but what promise there was gets smothered in a sea of mediocrity. A dragon in need of extra puff, to be sure. **SCOTT ANTHONY**

## Top Tip

Keep moving – getting your reline of men through the early levels in tact is the only way to master the later levels.



★ Teams of men like this are vulnerable from firey attack. You want to get them inside out of harm's way.



★ This is more like it. A rocket launcher just waiting to plant its pods of pain in a scaly behind.

## LOOK 'N' FEEL

Sluggish, murky, uninspiring. Like a day trip to Weston Supermare.

## GAMEPLAY

Strategic elements fail to enliven an old style isometric blaster.

## LIFESPAN

There's plenty to do, but it's all been a bit railroaded through.

## DIFFICULTY

Fairly tough. The problem is that it's not rewarding enough.

## ADVANCE OPINION

Crawfish fail to slay the dragon of the average GBA film license. Still, we laughed when our men's trousers caught fire.

**57** %



# Reviews

## BLENDER BROS

### GAMEINFO

- **PUBLISHER**  
Infogrames
- **PHONE**  
0208 222 9700
- **WEB**  
www.infogrames.com
- **PRICE**  
£35
- **SAVE**  
To cart
- **LINK-UP**  
Yes
- **OUT**  
Now

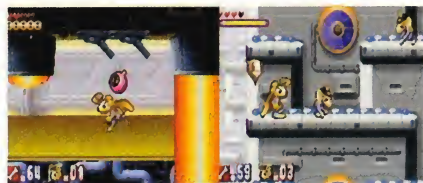
This soppy hound's been polished to within an inch of its life.



★ As sexy looking as a sexy lady with sexy clothes, partly showing off her sexy arms.



★ Watch the spikes oh foolish, flapping eared adventure-bunny. They will slice your shiny mane and face.



★ Cute is as cute does and it doesn't get more flopsy wopsy cuddly nicey wabbity than this. Be afraid.

**Y**ou're a floppy eared dog. Yes you are, aren't you? Or at least you will be if you choose to take on this saccharine bouncy, climbey, nasty avoiding platformer. You can dispatch the bad-boys with your spinning ear attack, but help also come from mini-Bros.

These are loveable little doobries that hover about and light up dark rooms, restoring units of life and extending your attack range. The trick is being accompanied by the right mini-Bros at the right time. We are talking simplistic stuff, but this soppy hound's been polished to within an inch of its life and, as such, it's difficult to dislike. Shucks... STEPHEN PIERCE

**Top Tip**

Yes we've said it already, but if you don't figure out which helper is right for the problem, you dead.

### ADVANCE OPINION

A cheeky little gem that has been crafted with the love of a hot mother. Foppish.

**80** 1/10

# DEADLY SKIES

### GAMEINFO

- **PUBLISHER**  
Konami
- **PHONE**  
01895 470 503
- **WEB**  
www.konami-europe.com
- **PRICE**  
£30
- **SAVE**  
To cart
- **LINK-UP**  
No
- **OUT**  
Now

With only 20 missions to glide through it's not the biggest of challenges.

**T**his is interesting. It's a genuinely new take on the flight sim. But rather than being consigned to the cockpit your view is above your craft.

Difficult to figure out your height or where you're going, you may think? Well, fortunately you're inundated with instruments, scanners and the like so it doesn't take long to get to grips with your craft, get airborne and, most importantly, stay airborne. With only 20 missions to glide through it's not the biggest of challenges and some of the trials like dogfighting

**Top Tip**

Save your homers till the climax of a mission. They are tempting but keep hold, you'll need 'em.



★ When the officers started drinking instead of working the Captain regretted the trip to the Tango Ocean.



can be tedious (follow a radar dot – yay!). But others, like the terrifically exciting bombing runs, even things up in the fun-tainment stakes. It's a really pleasing title, that could just have done with being a little bigger. STEPHEN PIERCE



★ A smart front end gets the vibe right from the off. This is one serious flyer. Chocks, most definitely, away.

### ADVANCE OPINION

Not the largest of games but a solid top gunner all the same. Worth a spin.

**76** 1/10





★ Glasses, bowl hair, old man jumper – every girl's dream.

# HARRY POTTER AND THE CHAMBER OF SECRETS



## GAMEINFO

- **PUBLISHER**  
Electronic Arts
- **PHONE**  
01932 450000
- **WEB**  
www.ea.com
- **PRICE**  
£35
- **SAVE**  
To cart
- **LINK-UP**  
No
- **OUT**  
Now

**E**njoy the first of Master Potter's incarnations on GBA? Well, another dose of youthful magic awaits. What we like about the *Chamber of Secrets* is Harry's invisibility cloak. Be-shroud yourself and you'll be able to sneak about

fooling the prefects and snaffling hidden goodies. In the book, of course, this is a simple matter, here however your cloak loses its powers after about 30 seconds (well, it is a game after all). So you really have to peg about past teachers to make it through rooms without getting caught. Without the absolutely spiffing cloak, you'll simply have to use the B button to shimmy about, hiding behind curtains and other items before making light on your feet. Failing that you could always toss a dungbomb (obtained



★ Quidditch on your GBA – that masculine sport of broomsticks and cloaks. Not exactly boxing is it?

from Fred and George's shop) and create an odorous diversion that will mask your passing.

On your travels through the game you'll really get to know your way around Hogwarts' seven floors of peculiarness, all the secret alcoves, passages, everything. Unlike the PSone version, there is an enemy waiting to pounce behind every door so you'll have to make sure your Flipendo is ready. Some of the tasks, it must be said, are a tad easy and repetitiveness is a problem. However, with Quidditch to contend with, and some of the best graphics seen on the GBA, Potter-heads will be in seventh heaven. **STEPHEN PIERCE**

## Top Tip

Use Floo powder to get into Dragon Alley. And keep eyes open for other magic just lying about.



★ The school interior is very well realised. You could almost be there. In miniature. Well you are. Kind of.

You'll really get to know your way around Hogwarts' seven floors of peculiarness.

## LOOK 'N' FEEL

Lovely representation of the mighty Quidditch and Hogwarts is smashing.

## GAMEPLAY

You don't learn tricks, you simply have to find them. Good fun too.

## LIFESPAN

Hard it isn't, but Harry fans will enjoy the ride. Quite long (ish).

## DIFFICULTY

Not exactly going to turn your mind inside out with lumen difficulty.

## ADVANCE OPINION

Very, very pleasing rendering of J K Rowling's specy-wiz. Wondrous looking wandery action for all the family.

**82** 9/10





★ Don't expect the game to match the movie.

## THE LORD OF THE RINGS: THE FELLOWSHIP OF THE RING

### GAMEINFO

- **PUBLISHER**  
Vivendi Universal
- **PHONE**  
0118 920 9100
- **WEB**  
www.vivendi-universal-interactive.co.uk
- **PRICE**  
£30
- **SAVE**  
To cart
- **LINK-UP**  
No
- **OUT**  
Now



★ Walk around, meet people, talk to them, help them, then walk around and meet some more people. It's an RPG.



★ "Right then, my turn now." Gandalf leaps into deadly action... very, very slowly.

**T**hose with beards, ponytails, nose rings, friendship bracelets, hippish Christian names and a penchant for vegan fodder, come this way. This is the one based on the book. This is for the hardcore. This is geek heaven. Or is it?

The title purports to offer a virtual Middle Earth and it sort of does. But where's the action? Where's the suspense? The thrills, the terror, the wonder? You're Frodo and things kick off where you'd expect, in Hobbiton, and culminate where they should along the banks of Anduin. It's just that the in-between parts (namely the entire game) lack the vision one would expect from source material of this nature.

It plays pretty much like most RPGs, there are characters in every village, you talk to them, you help them. For example, you'll have to retrieve a feather for Tom Bombadil if you want him to rescue your mates from Old Man Willow in the old forest.

You will, of course, encounter all sorts of orcs, trolls, wild dogs and other nasties during your travels and these encounters invariably lead to battle—cue turn-taking RPG combat. The battles are really slow, you have to wait for the baddie to hit first, then you can sword him, throw fireworks, defend, heal or flee. That's it. Now and again you'll meet enemies who don't attack and you can just walk right through them. Some may enjoy this literary take on the classic, but *Advance* was bitterly disappointed and didn't enjoy this much at all. **STEPHEN PIERCE**

### Top Tip

Save your game before you enter the mines of Moria, our game glitched and stopped responding.

Where's the action?  
Where's the suspense?  
The thrills, the terror, the wonder?

### LOOK 'N' FEEL

The visuals do the job, clean, simple and workmanlike.

### GAMEPLAY

Very standard RPGesque stylings. Only in a more basic form.

### LIFESPAN

Like the book it's a fair old size—many hours of gaming await.

### DIFFICULTY

You are more likely to simply get bored than suffer with trickiness.

### ADVANCE OPINION

Not impressed. It's just dull for very long periods, with intermittent slow fighting mixed in. Sorry, but it's true.

43/50





★ To be eligible for the Black Belt gang one must first be fitted for a pair of large trousers filled with walnuts.

# BLACK BELT CHALLENGE

## GAMEINFO

- **PUBLISHER**  
Xicat Interactive
- **PHONE**  
020 7437 1442
- **WEB**  
www.xicat.com
- **PRICE**  
£30
- **SAVE**  
To cart
- **LINK-UP**  
Yes
- **OUT**  
Now

**T**hink fighting game? You're thinking muscular but lithe, physical brutality with an agile-Adonis like bent are you not? Of course you are. Well, a glance at these pages reveals less of the skinny and more of the mini. We're talking full-on Jap-stylings.

We're talking stylised, chunky and coo-chy-coo-cute. Can you handle it?

Your quest is to furiously punch opponent's parts into a frightening mess, with the ultimate goal of knobbling the lost pages of the Book of Zero. What player you choose will define your reasons for getting hold of the book – some are good, some less so. 11 varying backgrounds prop up the action and pleasing to the eye they are, but the real deal is the brawling, and one has to say that the animation is smooth and the clear comedic aspirations seem to pay off.

With 11 different characters and a grab-bag of special moves to master there's some longevity here, although if this kind of dinky devastation is not your thang it may

become rather too familiar a little too soon. That said, there is the variety of an arcade mode, plus story, survival and practice modes to indulge in. And if that lot begins to grate, you can always link-up and give a friend the beating they so richly deserve in the battle mode.

This kind of super-deformed fighting is not to everyone's taste. Even though it has a massive Japanese fan-base, on these shores it has an undeniable love/hate reputation. Nevertheless, it would be a shame to ignore this title due to western prejudices. It's a tidy, nice looking affair and there is much adult fun to be had beneath the cartoonish exterior. **STEPHEN PIERCE**

**Top Tip**  
Spend time mastering one character's foibles rather than constantly changing. "Don't run before you can walk" as Mr Miyagi never said.



★ The brawler's tiny stature could seem odd to gamers used to the pumped-up torsos of Tekken and the like.



★ The two Drakes made a lot of effort, but try as they might, they couldn't make their little legs reach.

There is the variety of an arcade mode, plus story, survival and practice modes to indulge in.

## LOOK 'N' FEEL

"Awwwww... how cute. That one's stamping on the other's face. Bless."

## GAMEPLAY

Repetitive for some, joyful for others. Cute with an aggressive underbelly.

## LIFESPAN

Moves-a-mundo to learn, but bash-freaks are going to waltz through this.

## DIFFICULTY

Not as hard as some. The right move on the tiny controls can be frustrating.

## ADVANCE OPINION

This chunky dwarven bust-'em-up will find fans, but mainstream appeal may prove illusive. Shame, it's a tidy enough game.

**78** 10/10



# Reviews



★ Weather messes with your racing karma, man. It greases up your wheels and makes things slide. Uncool.

## V-RALLY 3

### GAMEINFO

- **PUBLISHER**  
Infogrames
- **PHONE**  
020 8222 9700
- **WEB**  
www.infogrames.com
- **PRICE**  
£30
- **SAVE**  
To cart
- **UNK-UP**  
Yes
- **OUT**  
Now

**T**he V-Rally series has been twotting about in damp soil for what seems like aeons. The PSone and N64 have had version upon version and now it's the turn of your GBA. And the good news is that the most diminutive of consoles seems more than happy to push incredible 3D vistas around the screen without breaking a sweat (other developers take note). Each race in the main game mode is split into five stages, which means a lot of racing and an enormous opportunity to knacker your wheels. After every couple of stages you do get the chance to make repairs, but even this is up against the clock.

### Top Tip

On dirt and gravel surfaces experiment with powersliding and handbrake turns - they can gain you seconds.



★ You can't really tell from these shots just how good the game looks when you're flying in the zone.

You've got to be careful not to take too much of a mauling too early as, without time to make proper repairs, your performance could be hampered. Race well, however, and you'll get offered contracts with other teams, which in turn unlocks more bad-boy vehicles.

While the main game is against the clock the V-Cross mode means you'll be pitted against three other cars in a three lapper. Here the game's flaws are more apparent - on occasion rocks and collisions slow you down but, irritatingly, not your opponents. That said, this is a stonking rally experience. It's tough to imagine what they may have left out. **STEPHEN PIERCE**



★ The corners can come up frighteningly fast. Keep your eyes on the road and your heart in your mouth.



★ The in-car view makes things trickier still. But it is the rallying choice of a gentleman.

This is a stonking rally experience. It's tough to imagine what they may have left out.

### LOOK 'N' FEEL

The best 3D engine on the GBA. Tracks, cars and trees all look the business.

### GAMEPLAY

Nice responsive controls and the various surfaces feel like the real deal.

### LIFESPAN

There are heaps of modes and cars to unlock, although cars do feel samey.

### DIFFICULTY

You'll take a while to become master of driving on all the different surfaces.

### ADVANCE-OPINION

The best rally game on the GBA, just. If you can handle the colossal amount of solitary racing this could be the drive for you.

# 85





★ Would you like triangles with that? Polygonal overload of a type not seen since the days when the PSone cost £400.

## STAR X

■ PRICE £25 ■ PUBLISHER Banl ■ SAVE On cart ■ LINK-UP No

**A** valiant but triumphantly flawed attempt to compress the joys of classic *Starfox* into the GBA. It's a fully polygonal world alright and familiar gameplay elements from the earlier title are present and correct – barrel rolls, bosses, power-ups. Yet one look at it reveals that there's evidently a thin line between ambition and lunacy. It looks atrocious.

Even bad-in-the-day Amiga and Atari ST stalwarts would run sobbing from these visuals. Furthermore, the action is simplicity itself and doesn't ever really capture your thrill receptors. It's not helped by the horrendously difficult targeting of enemies. Without an analogue stick the fiddly aviation descends into farce leaving the player tortured by their lack of control and the 25 quid dent that their wallet has just taken. A shame to be sure.

54%



★ A bold delivery of a remarkably cliché free platformer that sort of isn't. As Disney tie-ins go this is tidy and playable.

## DISNEY'S LILO AND STITCH

■ PRICE £25 ■ PUBLISHER Ubisoft ■ SAVE To cart ■ LINK-UP No

**C** rank-up the family values, it's old (dead) man Disney and his lovely, lovely world of pleasantry. And yep, it's a platformer... but actually not. You kick off by controlling Stitch in a *Probotector*-like shoot-'em-up, yet after a while you switch to Lilo and it all goes *Prince of Persia*-ish sneaky, sneaky, leap-leap.

Quite astonishingly there's no collecting 100 doubloons for an extra life. No mine carts, runaway or otherwise. And no (gaspl) ice level. You've even got some Tempest style shooting levels thrown in there. Bizarro! The animation (as you would hope from an ani-movie-game) is the toppest of top drawers and, while it's as cute as a talc-sprinkled baby that's cuddling a kitten, it does actually offer up a challenge to the most hairy-handed man-gamer. You may not be inclined to play through it all once again once you've finished it, but the initial play-through is remarkably satisfying.

79%

# DISNEY'S MAGICAL QUEST

### GAMEINFO

■ PUBLISHER Nintendo  
■ PHONE 0207 471 6680  
■ WEB www.nintendo.com  
■ PRICE £30  
■ SAVE To cart  
■ LINK-UP No  
■ OUT Now

**H** umph! Once more Pluto's been captured by Emperor Pete and Mickey or Minnie must run and jump through the game's six worlds (four stages a

world) in order to re-attach his lead. The gimmick? On the journey your chosen hero encounters certain costumes that bestow useful powers. Sans costume you can only jump about and chuck certain items. With a costume, well... the fireman garb lets you

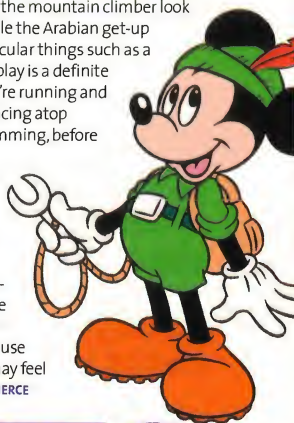


★ Amazing! Look at him. He's like a big mouse with human characteristics, he could become quite popular we think.

### Top Tip!

The hose is good against big baddies, but you can also use the hose to shoot large blocks off.

(wadda ya know) put out fires, the mountain climber look provides a grappling hook, while the Arabian get-up allows the enchanting of particular things such as a magic carpet. Variety of gameplay is a definite strength here, one minute you're running and jumping, the next you're balancing atop rolling apples, then you're swimming, before taking on a boss. On the downside this isn't a particularly hard game, a competent player will have the job done in two hours, and while there are two more difficulty levels and some mini-games it does pale beneath the wonders of our lead game this issue, Yoshi's Island. Mickey Mouse heads will lap this up, others may feel it's style over content. STEPHEN PIERCE



### ADVANCE OPINION

Pretty, wholesome platforming fancy that'll put a short-lived smile on your face.

64%

Variety of gameplay is a definite strength here.





★ Ever played *Gauntlet*? The 80s maze 'em up with shooting and teamwork? Well here we go again.

# MONSTER FORCE

## GAMEINFO

- **PUBLISHER**  
Vivendi Universal
- **PHONE**  
0118 920 9100
- **WEB**  
www.vivendi-universal-interactive.co.uk
- **PRICE**  
£30
- **SAVE**  
To cart
- **LINK-UP**  
Yes
- **OUT**  
Now

**A** 50s B-movie into *Gauntlet* will go, it seems. We're talking top-down. We're talking three different character choices. We're talking *Hammer Horror* theme. In text book style your three playable dudes each have slightly different attributes. Wolfie (a werewolf) has pace, yet is weaker in attack, Frankie (a Frankenstein's monster) packs a punch like a car crash but dawdles, while Drac (go on, guess) is your equilibrium.

The game sucks gently on your see-orbs like a Taiwanese madam. It's got great cartoon clarity and crisp movement, yet it does grate that the camera always centres on your player, thus your view is limited. You're always charging forward and then running back as you activate a gang of glooby-ghouls.

Each character has a basic chuckable gun/bomb/energy-fizz thing. This can be boosted by holding B down for a second longer and releasing. But you can also build your characters up by purchasing power-ups between the game's 35 odd levels.

Most of the game, well... all of the game involves wandering about mazes, opening doors with keys and blasting foes. Destroying baddies will award 'atom' icons (the stuff you purchase your power-ups with) and by blasting in sequence you'll earn more icons.

As games of this ilk go, it's passable. If you still can't get enough of titles like *Gauntlet* you might want to give this a go. To most, however, this predictable brand of gameplay is a little too dusty. **STEPHEN PIERCE**

## Top Tip

Hit big lines of pumpkins with your super-shot to release heaps of goodies.



★ Frankie, the lumbering, slow-but-strong one takes on some bat-things. Graphics wise, things could be better.



★ Green-headed mono-eyed plankton chasing you about the place. Makes you just want to go home, doesn't it?

All of the game involves wandering about mazes, opening doors with keys and blasting foes.

## LOOK 'N' FEEL

Sweet, comic takes on the main players in the cheese-ball horror flicks of yore.

## GAMEPLAY

Well, it's *Gauntlet* isn't it? Shoot slow moving beasties and get the keys.

## LIFESPAN

35 plus levels and a deathmatch two-player affair give acceptable length.

## DIFFICULTY

Not too tricky. No puzzles as such, just kill the ever-increasing mass of foes.

## ADVANCE-OPINION

A nice-enough looking, kiddy-horror with just a dollop of charm. The gameplay is strictly OAP though.

64%





★ The Wall Ride is an often forgotten trick which can be very useful in connecting bigger tricks.

# TONY HAWK'S PRO SKATER 4

## GAMEINFO

- **PUBLISHER**  
Activision
- **PHONE**  
01753 756 100
- **WEB**  
www.activision.com
- **PRICE**  
£35
- **SAVE**  
Battery
- **LINK-UP**  
Yes
- **OUT**  
Now



★ The first level takes place in a college campus. It contains some of those irritating invisible ramps. Oh.



★ Is it too much to ask for Tony Hawk's 4 to be on a GBA? If it plays as good as this then no, we think not.

Sometimes you've just got to wonder what in the name of hot Jesus they'll be able to cram into the GBA next. There are some who moan that the wonders that thrive on carpet level consoles are overly pernickety for a handheld. Well Tony proves them wrong again.

This title is just as thumb-nail crackingly essential as Tony's. However, that is not to say that THPS4 is flawless. As before, the game makes desperate gasps at 3D, but is ultimately left wanting. The numerous invis-ramps that hinder your skater's progress is a recipe for befuddlements and quite a bit of scenery is simply unviewable. But the Tony Hawk's series on any platform has always been about perseverance. Check this list of challenges: 85 Amateur Goals, 19 Pro Challenges, 57 Pro Goals, 257 gaps to

### Top Tip

To get more air when you want to ollie press and hold the B button, press and hold up, then release B.

trigger, 90 hidden packages to collect, \$600 spread out within Amateur and Pro levels to obtain and the continual challenge of getting the high score on all levels. Phew! If you genuinely manage that lot you've every right to mince about town in a cape and a crown. For this game is tough with a capital TOUGH.

You kick off on a college campus, then it's off to Alcatraz taking in the cell-blocks and the exercise yard. Kona Skatepark is up next with an amazement of ramps, curves and a 25 foot concrete bowl. Level four is a shipyard on the banks of the Mississippi. Level five is a zoo where you can annoy the animals with your gravity mocking antics, while the final level is lovely old London Town.

We shouldn't forget one of the most addictive and vital parts of the game, the multiplayer options. Trick Attack, Tag, King of the Hill and the mighty Horse are all on offer. Shame though that you still need a copy of the game each. Come on Activision, sort it out. STEPHEN PIERCE

This title is just as thumb-nail crackingly essential as Tony's 3.

## LOOK 'N' FEEL

It is beautiful but a bit too much for the GBA? We don't think so.

## GAMEPLAY

The familiar skate 'n' grind feel you've come to love. Only more of it.

## LIFESPAN

Want to complete the whole game? You'll still be playing when you're dead.

## DIFFICULTY

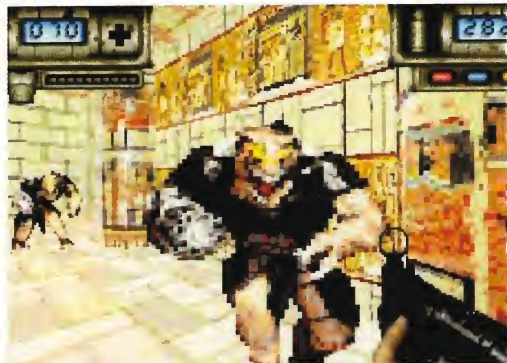
The word has yet to be created to describe how hard it is...words fail.

## ADVANCE-OPINION

The bomb-diggy. The money-mark. The mack-daddy. This is the best skater on the GBA, only better than that.

95/100





★ Eat this pig head! Wait until you can see the whites of its eyes before drilling its stupid fat body and face. Hooray!

## DUKE NUKEM ADVANCE

### GAMEINFO

- **PUBLISHER**  
Take 2
- **PHONE**  
01753 854 444
- **WEB**  
www.take2games.com
- **PRICE**  
£35
- **SAVE**  
Battery
- **LINK-UP**  
Yes
- **OUT**  
Now

**W**ell, we can't say we're exactly surprised about this one. With both versions of *Doom* currently doing the rounds it was only a matter of time before this gun-toting muscle-bound wise-cracker blasted his way into the palm of your hand.

Unlike the *Doom* games though, this isn't a straight conversion of any existing title. Instead, it's an all-new adventure that's dumbed down (you can't pitch your weapon up and down) to better suit to the GBA's capabilities. This is no bad thing at all mind you. The action is certainly slick and it all runs at a much faster pace than the *Id* classics. Moreover, the visuals have been significantly brightened to make viewing the game far easier.

On the whole, *Duke Nukem* is very enjoyable and the controls are generally pretty tight. The destructible scenery is also a nice touch while the weapons are meaty and satisfying to use. But this is an unashamedly relentless slog, just moving and killing, switch flipping and erm, more killing. There's nothing wrong with that as a rule - it's just that in comparison to the other First Person Shooters on the platforms it's all a little bit shallow and, at the end of the day, there's only so much shooting you can do before you get tired and turn off your GBA. **GERAINT EVANS**

### Top tip

The bosses are hard work. Do your best to save your more powerful weapons for these encounters.



★ Strafe to avoid the porcine bulletry, then strike.



★ He's become bored with your folly, shoot him in the arse.



★ Duke Cola - very funny. Ahem.

The action is certainly slick and it all runs at a much faster pace than the *Id* classics.

### LOOK 'N' FEEL

Bright colourful and speedy - exactly as it should be. Lovely.

### GAMEPLAY

Frantic no-frills blasting that'll wear the skin of your thumbs.

### LIFESPAN

Fairly long single player game, but the multi-player will last longer...

### DIFFICULTY

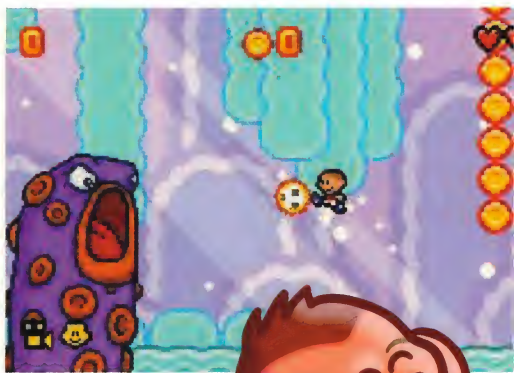
The bosses in particular are very tough. Never frustrating though.

### ADVANCE OPINION

Good. This is pretty basic but it's always enjoyable. It just doesn't offer the same quality as other FPS games.

80%





★ Less David Beckham, more generic lobster-handed boy?

# GO! GO! BECKHAM ADVENTURE ON SOCCER ISLAND

## GAMEINFO

- PUBLISHER  
Rage
- PHONE  
0151 237 2200
- WEB  
www.rage.co.uk
- PRICE  
£30
- SAVE  
To cart
- LINK-UP  
Yes
- OUT  
Now

Six worlds, each with nine levels, sounds reasonable enough, but they all seem remarkably similar.

Oh to be Beckham. Oh to have the unerring adoration of the entire female Japanese nation. They love him over there. So much it seems that slap his name on anything and there'll be an avalanche of sales. For this really

is Beckham in name alone.

It's a double-cutesy platformer in the Mario mould, but rather than jumping on baddies to have away with them, you're required to pelt them with (oh yes) a football.

Presentation is slick enough, the sound effects are nominally amusing (particularly when you stun a bad-dude) and you can amass absolutely colossal scores. By the end of the first world if you've collected all the coins

### Top Tip

Be sure to chip in any bonus balls lying about at the end of the level before you compete it.



★ Alex Ferguson issues one of his more heartfelt backslaps. Course, it's not Fergy at all, but a blob-faced loon.



★ Beckham sizes up one of his trademark benders to try and kill a moth. Realism takes something of a back seat.

and gems and spelt out the letters "B-E-C-K-H-A-M" with the bonus balls you should be looking at something like 3,000,000. Yowzer!

The major difference between this and *Super Mario World* though is that *Go! Go! Beckham* is woefully lacking in depth. Compared to Mario it's considerably less imaginative and nowhere near as vast. Six worlds, each with nine levels, sounds reasonable enough, but they all seem remarkably similar. Piles of the same baddies, same hazards and same overly simplistic puzzles.

The levels themselves are also rather short and empty. It's a peculiar novelty all right and it will appeal to the hardest of hardcore Beckham fanciers. Unfortunately, as a game, there is much better fare out there. Besides they didn't even get his lovely hair right. STEPHEN PIERCE

## LOOK 'N' FEEL

Looks nice. Colour added and charming. Levels are sparse though.

## GAMEPLAY

Very Marioesque only with a football weapon. No real surprises. Shame.

## LIFESPAN

A serious player will take this to pieces in a few days. Not good, really.

## DIFFICULTY

For those schooled in the Nintendo platforming arts this will be a doddle.

## ADVANCE-OPINION

This obviously was meant to be Mario with a football, but the game's a little too simple. It is deeply cute though. Yak!

# 70%





★ Rinky dink panther. He's as plain as your nose. He certainly is in these garish shots.

## PINK PANTHER: PINKADELIC PURSUIT

### GAMEINFO

- **PUBLISHER**  
Wanadoo
- **PHONE**  
01256 707 767
- **WEB**  
www.wanadoo.com
- **PRICE**  
£20
- **SAVE**  
Password
- **LINK-UP**  
No
- **OUT**  
Now

PP moves in exactly the exaggerated and slightly camp way that he should.

**F**irst person shooters, 3D racers and real time strategy make up the bulk of the GBA release list these days. But back in the time of the Game Boy Color, it was a rare day when anything

other than a platformer was released in handheld land. Which, in an annoyingly contrary way, makes *Pink Panther: Pinkadelic Pursuit* a welcome change.

You see, from the moment we booted it up, this had us wiping a nostalgic tear from our eye. Truth be told, there's not much here you haven't seen before. The mischievous pink moggy mugs his way through tight jump-a-round levels, bowling balls at aliens, toasting dogs with flame-throwers and so on. Occasionally there's a section that'll make you coo – but ultimately this is pipe and slippers gaming at best.

If there's anything particularly refreshing, it's in the use of the license. Wanadoo has captured the spirit of the cartoon perfectly. PP moves in exactly the exaggerated and slightly camp way that he should. There's plenty of tongue in cheek humour going on too, as well as an appearance from a worryingly evil Inspector Clouseau.

*Pinkadelic Pursuit* is an old fashioned platformer and the cramp inducing controls could be better... Yet, it's fun. And sometimes fun is all you need. Well, that and an option to adjust the brightness of the screen. SCOTT ANTHONY

### Top Tip

Use the D-pad to add aftertouch to your jumps. Only by becoming au fait with this feature can you reach the power up laden 'inaccessible' platforms.



★ This little mouse guy doesn't look too happy, we would strongly advise jumping over him and legging it.



★ Your panther-shaped armour will protect you for a while. Watch the guy with the bugle though...

### LOOK 'N' FEEL

Appealingly cute, with plenty of cheeky pantherian animation.

### GAMEPLAY

All you have to do is refer to the big book of handheld platforming clichés.

### LIFESPAN

Even on the Hard level you'll find that this isn't the biggest game.

### DIFFICULTY

Made a whole lot tougher by some rather unwieldy controls.

### ADVANCE-OPINION

It's great fun, as long as you don't expect it to revitalise the central game mechanics of the platforming genre.

64%



# BRITNEY'S DANCE BEAT

## GAMEINFO

- PUBLISHER THQ
- PHONE 01483 767 656
- WEB www.thq.com
- PRICE £35
- SAVE To cart
- LINK-UP Yes
- OUT Now

Make Britney mince through five hits, costume changes and a dance-off.



**B**ritney. Dancing. In miniature. Just for you. What more could you want? Well... how about a good game? Match your button presses with the moves that appear on the screen – that's pretty much the long and the short of it.

Only it's too hard to see. You're squinting at the instructo-blobs,

★ Great is the word. How can heterosexual men play without getting, you know... foxy.

rather than taking in Spears' bootyliciousness. Which is surely not what should be going on. Still, you can make Britney mince through five hits, costume changes and a dance-off, plus there is a slidey puzzle thing to play with. The music sounds rough though, more so even than usual (Fahl).

For super-fans only. STEPHEN PIERCE

## Top Tip

To dance effectively you'll have to concentrate on the prompts and ignore the gyrating honey.



★ Look at her lovely parts swinging and prancing and swaying and... oh dear I think I'd better stop.

## ADVANCE-OPINION

We would all like to play with Spears, but this is frustrating, and not in the normal way.

61%

# MOTO RACER ADVANCE

## GAMEINFO

- PUBLISHER Ubisoft
- PHONE 01932 838 230
- WEB www.ubisoft.co.uk
- PRICE £30
- SAVE On cart
- LINK-UP Yes
- OUT Now

A suitably frantic engine growl pulses out from the speaker.

**N**eat, easy to see, is this what the GBA is made for? We rather think so. It's nippy too. Bikes, street or off-road, blasting along the game's 36 tracks with the digital-wind in your cyber-hair. With nine motor-bicycles to balance your leathery behind upon, there is plenty here to master.

Sure, weaving left and right, attempting to stay within a pair of wavy lines while dodging traffic and overtaking fellow hog-hounds doesn't supply the depth inherent in an *Advance Wars* or even a *Yoshi's Island*, but for

## Top Tip

Give the other riders as wide a berth as possible when overtaking. Don't get snafled up.



★ There's no key finding, no punching people in the face and no platforming. Just racing, pure and simple.

arcade foot-down, pick-up-'n'-play savagery this will take some beating. Locations are amusingly, rather than realistically drawn, the bikes move responsively and a suitably frantic engine growl pulses from the speaker. A delicious selection of cheeky power-ups including Maximum Acceleration, Invincibility, Super Traction and Short Sequence Wipeout compete this valuable, smooth and thoroughly effective biking package. STEPHEN PIERCE



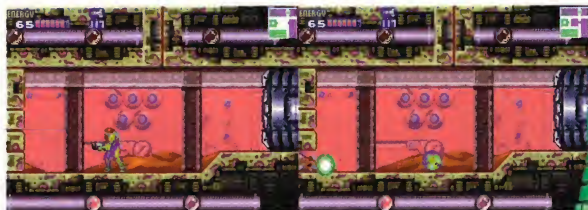
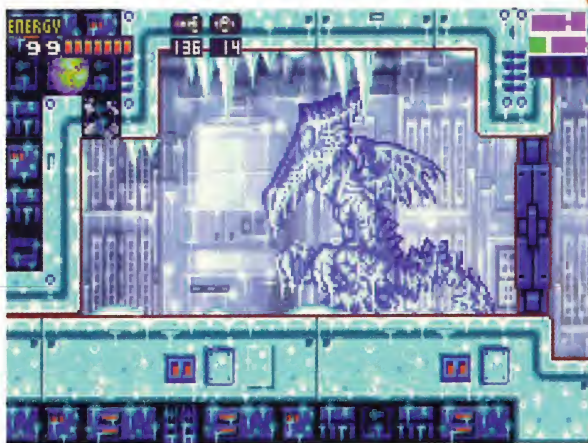
★ The distinct environments really add to the game. Each has a different feel and challenge inherent.

## ADVANCE-OPINION

Simple of gameplay perhaps, but as quick-fix arcade racers go, this is superb.

87%





★ This is the real deal. Forget all your film tie-in silliness, this is a new game, designed for the GBA. And it looks smashing too.

# METROID FUSION

## GAMEINFO

- **PUBLISHER**  
Nintendo
- **PHONE**  
01932 895 390
- **WEB**  
www.bam4fun.com
- **PRICE**  
£30
- **SAVE**  
To cart
- **LINK-UP**  
Yes
- **OUT**  
Nov

**F**usion, the fourth game in the *Metroid* series, is a brand-new adventure set directly after the events of *Super Metroid* on the SNES, with more than a hint of déjà vu for anybody familiar with the series of *Alien* films. After the metroids were wiped out from their home planet of SR-388, a new dominant species has risen to the top of the food chain – the mysteriously named parasitic virus 'X'. Samus Aran, our heroine, is attacked and infected with the virus but is cured by a metroid vaccine, which gives her new powers (and a brand new suit). As Samus, it's up to you to explore the space research station orbiting SR-388, and discover the dark truth surrounding the parasite.

If you've played any of the previous *Metroid* games, *Fusion* will be instantly familiar, with its distinctive style of platform adventure and exploration. The game takes place across six stereotypically themed sectors (lava, forest, night etc.), all accessible via elevators from the central deck. At the start, Samus is weak and, being limited to basic shoot



★ Climbing up and shooting – hit the teeth man or you in big trouble, yo.





★ The drip, drip of the water from the cave roof, calming. Until you spot the mutant tortoise trying to slime you.

'n' jump actions, can only explore the surface of each sector. As the game progresses she recovers new techniques and you'll find yourself revisiting some sectors several times to complete the game, with new skills allowing you to reach previously inaccessible areas. You'll also find a range of weapon power-ups to trouble the tougher baddies as the game progresses.

The gameplay is a lot more structured than earlier games in the series – mission objectives are given to you by the ship's computer, and every level features navigation rooms with maps showing your current position and target location. While this reduces some of the aimless wandering down endless shafts that frustrated in previous games, it also makes the gameplay seem more linear – there's not quite the same sense of free exploration and 'venturing into the unknown' as before.

That said, there's still plenty of secret areas to be found by exploring, and rewards for those players that hunt them out. Also, even when your destination is clear, the route to get there is not always so obvious – you will often need to find hidden passages in order to progress.

And there we get to one of Fusion's few niggles. For the most part, gameplay is as smooth as a baby's bottom, and as addictive as monosodium glutamate. You tell yourself, 'I'll just get to the next save room, then I'll go to bed' and before you know it, it's daylight outside again and you've spent the whole night playing. However, there are a few frustrating points where you hit a brick wall (quite literally) and simply can't figure out where to go next. Eventually, taking the George W. Bush approach of scattering bombs everywhere in sight will normally uncover a secret passageway, but this slightly punctures the otherwise slick feel of the game.

### Top Tip

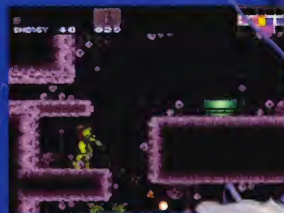
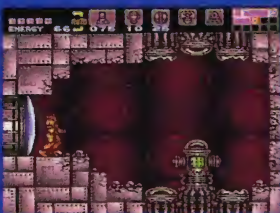
Whenever you're stuck in an area, lay bombs along all the walls and the floor to find secret passages.



★ Shoot the eye, shoot the eye! Listen fella, either shoot the eye or you'll be ripped apart by neon-powered-fusion-blobs and turned inside out. Your choice.

## LINK UP

If you're lucky enough to own a Gamecube, fusion takes advantage of the GBA link facility with *Metroid Prime*, allowing you to unlock secrets in both games, including a fully playable version of the original NES *Metroid* game!



★ Check the original game. Does it appear to have come that far to you? Mmmm...

Graphically, each world is visually distinct and contains a wide range of unique enemies, although these are essentially cosmetic differences, and don't alter the underlying gameplay. The audio is also good, with ominous, percussive music adding to the atmosphere, and there's a genuine sense of fear whenever you hear the footsteps of the SA-X nearby (a rock-hard parasite clone of Samus that appears at various points throughout the game and scares the bejeezus out of you).

Fusion's biggest problem may be that it's so addictive, you'll probably play it through to the end in only a couple of sessions. There are incentives to replaying though, including a secret ending if you complete the game in under 2:00 hours.

This is a game worthy of the *Metroid* title, and one that should be in your collection now. ALASTAIR AITCHISON

### LOOK 'N' FEEL

Classic metroid style, but doesn't make the most of the GBA's capabilities.

### GAMEPLAY

Run, jump, shoot, get stuck, bomb through secret passage. Repeat.

### LIFESPAN

Great fun while it lasts, but sadly it's all over too quickly.

### DIFFICULTY

A few tricky areas, and there are plenty of save points to retry from.

### ADVANCE-OPINION

Arcade action fused with some new ideas makes a great game, which both *Metroid* fans and newcomers will enjoy.

85/100



# Reviews



★ Smuggler's Bum more like! Ha ha ha ha ha ha... ha... hum... Yes, well. Look, it's just not very good. Look at the screens. Look at the score. Yes? NO!

## SMUGGLER'S RUN

■ PRICE £30 ■ PUBLISHER Take Two ■ SAVE On cart ■ LINK-UP No

**W**ith no multiplayer option, only four controllable vehicles and a single mini-game, this is a shallow representation of the early PS2 semi-hit. The massive deficit of options wouldn't be quite so bad if what was included played with any great aplomb. Sadly, that just isn't the case.

Shamefully the 29 odd missions manage to redefine dullness. Drive from A to B, follow the arrow, avoid the horrendously stupid cops – this is slavish stuff. The collision detection is questionable to say the least, while simply avoiding as many obstacles as possible soon dissolves any initial interest. Remixes of grown-up console games often come unstuck on the GBA, but really there is no excuse for this rank shoddiness. With no attempt to pack in the original's depth, this is not so much on a diet as desperately bulimic.

29/100



★ Only for the hardcore. This is Jap friendly battle-thumping with an OTT angle. Dig those crazy effects, man. But the gameplay smells.

## GUILTY GEAR X ADVANCE EDITION

■ PRICE £30 ■ PUBLISHER BBI ■ SAVE To cart ■ LINK-UP No

**A** faithful enough translation of the original 2D battler. The fluid animations are all in place, as are the cast of 14 characters, as well as the arcade, training three on three and tag match modes. And yet we are severely hampered here by a loss of visual sparkle resulting in combos bereft of the expected explosive results that could've elevated the title.

Equally, character balance seems shoddy, certainly not up to the standards set by the classic *Street Fighter 2* back in the SNES days. It's a shame but even the continuously drilling tinny musical assault that pummels your mind during play is difficult to take. Not a good effort, this.

50/100

# FROGGER ADVANCE: THE GREAT QUEST

### GAMEINFO

- PUBLISHER Konami
- PHONE 01895 470 503
- WEB [www.konami-europe.com](http://www.konami-europe.com)
- PRICE £30
- SAVE To cart
- LINK-UP No
- OUT No

**W**here once *Frogger* was a violently original concept, now it seems it's merely a label to be slapped on a run-of-the-mill platformer.

So here you are, one painfully mundane, coin-collecting runny, jumpy affair badged up with the highly familiar aquatic antique.

Sadly there is little, if anything, of originality here. With four worlds (split into 16 levels) to traverse, over 20 enemies and training and bonus levels there's a fair bit packed in. It's not

**Top Tip**  
Remember Frogger as he was. A faceless but iconic blob. Not like this, no, not like this...



★ Below the surface Frogger has to contend with watery evil like these terrifying yellow fish. Oh dear, oh dear...

untidy in its presentation either and proceedings trot along happily to some pleasantish (ahem) banjo music. It's just that there are many other GBA platform staples more deserving of your money than this. It does the usual, the expected, the predictable, and nothing more. As a consequence, this can't be recommended. STEPHEN PIERCE



★ You chicken! But of course, as you can see, he is. He's not afraid to mix it up with frog-boy though.

### ADVANCE-OPINION

Pretty, wholesome platforming fancy that'll put a short-lived smile on your face.

44/100





# MAT HOFFMAN'S PRO BMX 2

## GAMEINFO

- PUBLISHER**  
Activision
- PHONE**  
01753 756 100
- WEB**  
www.activision.co.uk
- PRICE**  
£35
- SAVE**  
Battery Back-up
- LINK-UP**  
Yes
- OUT**  
Now

**T**he *Tony Hawk's* series of skateboard games revolutionised the off-piste extreme sports genres by injecting them a heady combination of speed, outlandish moves, secret areas and, most importantly, fun. It's no surprise that this design philosophy spawned a number of spin-offs, the best of which was *Mat Hoffman's BMX*. Superimposing these skateboarding elements onto the bmx bike genre resulted in a good solid game that came a close second to *Tony Hawk's*, whichever format you were playing on. This year's GBA update improves on many of the shortfalls of the first game and results in a pleasing package.

The game revolves around the road trip (career) mode. There are eight parks included and each has nine graded challenges to test you. On top of the usual high score challenges and special trick assignments there are lots of secret areas to be unlocked. The parks are larger than ever and all contain a pleasing level of interactivity. The graphics are far cleaner and crisper than before and riders boast an impressive range of animations for every task.



★ Euuuwww! Up Barspin to Rear Manual. Were we not a more refined mag, we might suggest this move was phat.



★ Keep out of palm's way! The graphics are a treat. Just look at his little jeans. Look at them, damn you!

However, the core of any title of this ilk resides in the trick system. Thankfully, all the important combo-unleashing transitional moves, such as turns and slides, are now present and correct. The controls are more complex as a result and, to perform manuals and specials, you'll need to do everything short of dislocating your fingers to successfully perform the right button inputs. It's a small price to pay for the sense of control and elation when you finally start to get good.

Sonically, the games excels as you might expect, and the extra modes for both one and two players add the all-essential diversity. So, once again, the title comes in for the silver medal behind skating's finest. A good fun game, well executed for GBA, but ultimately less diverse and more restricted by the inherent fact it's played sitting on a saddle and not standing on grip tape. **SIMON PARKIN**

## Top Tip

Practice, practice and practice some more - there's no alternative if you wanna be rude and stuff.

To perform specials you'll need to do everything short of dislocating your fingers.

## LOOK 'N' FEEL

Looks great. You'll soon settle into the controls and feel right at home.

## GAMEPLAY

Accessible to the beginner while also being deep enough for the expert.

## LIFESPAN

The expansive detailed levels will offer a challenge for some time.

## DIFFICULTY

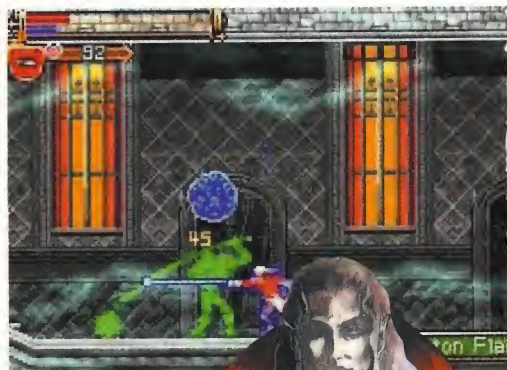
Fairly steep learning curve. Expects you to learn your stuff quickly.

## ADVANCE-OPINION

Great fun and an opportunity to show off in a game that would never have been possible before the GBA.

79%



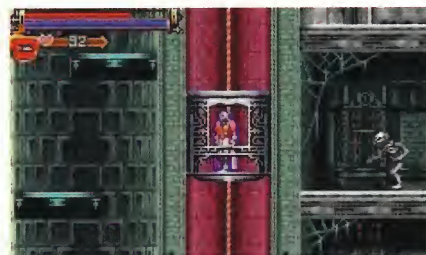


★ Thwack! Eat my magic yo-yo, undead fool!

## CASTLEVANIA HARMONY OF DISSONANCE

### GAMEINFO

- **PUBLISHER**  
Konami
- **PHONE**  
01895 470 503
- **WEB**  
www.konami-europe.com
- **PRICE**  
£30
- **SAVE**  
On cart
- **LINK-UP**  
No
- **OUT**  
Now



★ Take the lift if you've got the nerve. There are going to be skele-faced-horrors waiting on every floor.



★ Some visual effects are quite tasty. Look upon the big green man and weep tears of liquid fun.

“Graphically it's not going to win medals, but it is a lesson in the creation of atmosphere.”

**K**now what dissonance means? No, us neither. A quick shift in a dictionary reveals that it's a 'lack of agreement, or conflict'. So, a harmony of conflict then, in this instance featuring vampires, zombies and liberal blood spraying. This is the second Castlevania effort on the GBA and, as before, we're firmly ensconced in NES style territory. Familiar movement, pacing and creation of tension are evident and there are some lovely effects as the mist swirls across a purple sky as bats flit ominously.

### Top Tip

Nowhere is safe. Baddies will continue to pop up no matter how many you knobble. Kick ass quickly and move on.

It is a faster paced affair than before and makes for an enjoyable gaming experience. Graphically it's not going to win medals, but it is a lesson in the creation of atmosphere and there's a pleasant addition of some parallax scrolling behind the castle's windows which adds depth to proceedings. The continually rejuvenating enemies are something of a bug-bare for some, however this is nicely balanced by continually rejuvenating treasure and hearts.

Another major improvement over the previous effort is the brightness of the levels. Gothic it may be, but the original was so dark as to be virtually unplayable. Things are much clearer here. So if you're after a rewarding slow burner you could do a lot worse. **STEPHEN PIERCE**

### LOOK 'N' FEEL

Not exactly groundbreaking, but suitably atmospheric all the same.

### GAMEPLAY

2D arcadey ghoulish busting, jumping, shooting and shattering bony ass.

### LIFESPAN

A good bunch of big levels mean this horror story will run and run.

### DIFFICULTY

Tough enough to tax the most intrepid ghost chaser.

### ADVANCE-OPINION

Smart stuff for the gamer with a gothic bent. Lots of atmosphere equals big chills per minute. Very worth having.

**86** out of 100



# MEGAMAN BATTLE NETWORK 2

## GAMEINFO

- PUBLISHER  
Ubisoft
- PHONE  
01932 838 230
- WEB  
www.ubisoft.co.uk
- PRICE  
£30
- SAVE  
To cart
- LINK-UP  
Yes
- OUT  
Now

The battles are pedestrian and you've seen it before.

**T**he virus coshing Megaman is back (again!) to deal with evil organisation Gospel and its computerised mayhem. This owes a great deal to the RPG world with a whole square-stealing ethos forming much of the game. Steal squares, destroy squares, attack with your mega-buster.



★ Chuck pain and watch the points fall away. Little rabbit-egg-face-fella looks in certain peril. Good.



★ Squares, some red, some blue. Move about, choose your foe and let fly. Sounds more interesting than it is.

Like *Battle Network*'s first incarnation (reviewed back in *Advance 1*) this is dull stuff. The transplanting of platform fiend Megaman into this RPG/*Pokémon* light world does not make for inspiring stuff. The graphics, as previously, are lovely – shot through with colour and pleasing movement. There are some minor tweaks to the combat system since the earlier outing, yet what this title magically fails to instill in the player is interest. It's just dull. The battles are pedestrian and you've seen it before.

Sound wise you've got a re-mix of the earlier choons with a few newbies chucked in – it's all a bit electro, which ain't bad. The sound can't save it though. **STEPHEN PIERCE**

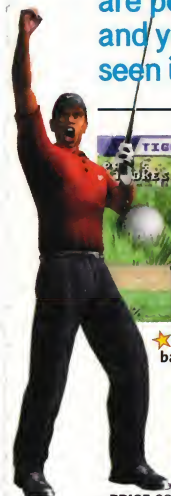
## Top tip

Whenever you fight a Fishy use a chip that sets up an obstacle in front of you. They can't get through.

## ADVANCE OPINION

Dull and rubbish. Megaman really should stick to platformery in the future.

42 9/10



★ Two remarkably similar screens of a chap with a stick hitting a ball on some grass. Yep, that's about the strength of it.

## TIGER WOODS PGA TOUR GOLF

- PRICE £30
- PUBLISHER EA
- SAVE To cart
- LINK-UP Yes

**Y**ack-a-doodle! This ain't pretty. Woods may be one of the world's top chaps with an iron, but here he must relinquish his crown to *Mario Golf* on the GBC. For a start, the graphics are mucho shoddy. The view stays the same no matter which way the Tiger Man is facing. And not only that. It's massively tough to make out whether the ball has landed on the fairway, in a bunker or indeed has hit a neighbouring road and is bouncing off into town.

The swingometer is very clumsy and unclear and, and... it doesn't even appear on screen until you've begun your swing – it makes for very tough and go accuracy and is just wrong. Furthermore, the ball often doesn't seem to conform to the received laws of physics. It either jerkily rolls along for ages or simply stops dead – duh! There's a severe lack of trees, namely none, and no other obstacles. This is one shoddy piece of gaming.

35 1/10



★ Clean enough visuals get the manic denting in perspective.



★ Activate! Metal men hitting each other's parts. Well, it's a living.

## MEDABOTS AX ROKUSHO VERSION

- PRICE £30
- PUBLISHER Ubisoft
- SAVE To cart
- LINK-UP Yes

**T**elly in Japan is renowned for being mad as a bag of nonsense. Thus we have the Medabots. Formerly televisual, these colourful Pokémonish fighting blobs are now on the GBA (Quick, hide!). Gameplay is *Pokémon* meets *Robot Wars* meets *Megaman* with a visual sprinkle of *Advance Wars* on the front-end.

You've got to choose a primary and secondary fighting blimp, give them some hardware, then dump them in an arena and indulge in some long distance fighting (there are only three short range attacks). Win, and you can trade weapons and bots with your chums. Sadly, the interface lets the thing down (it's far too complex) obscuring a perfectly decent game beneath.

60 1/10





★ Most of Lara's skills remain, albeit simplified slightly for GBA.

## TOMB RAIDER: THE PROPHECY

### GAMEINFO

- **PUBLISHER**  
Ubi-Soft
- **PHONE**  
01932 838 259
- **WEB**  
[www.ubi-soft.com](http://www.ubi-soft.com)
- **PRICE**  
£30
- **SAVE**  
Password
- **LINK-UP**  
No
- **OUT**  
Now

**A**longside Mario and Sonic, Lara Croft is probably one of the world's best known videogaming characters. Trouble is, unlike Mario and Sonic, the quality of titles she 'stars' in is hardly consistent, and this latest Croft adventure is yet another mediocre effort to add to her growing list. If you've sampled and are rather fond of *Tomb Raider*'s previous handheld offerings, prepare for something of a disappointment. While the Game Boy Color's side scrolling Prince or Persia style gameplay was both frequently imaginative and enjoyable, this



## ALL THE OLD MOVES

*Tomb Raider* is hardly pushing new ground – in fact it's just a repetitive mash-up of the three basics of Tomb Raiding...



★ Exploring. Walking and climbing miles and miles and miles just to flip a switch for the other end of the level. Make sure that you don't miss them.



★ Killing wildlife at various intervals. Believe us when we tell you that, using your pistols, you'll butcher more hounds than a top South Korean restaurant.



★ Another switch puzzle to bore you into next week. It would be so bad if you didn't have so far to go till the next one.

★ Although you can't see it here, Lara is very well animated and controlling her is as easy as could be.

latest is anything but. In its defence, *Tomb Raider Prophecy* is very pleasing to the eye. Levels take the form of pseudo-three dimensional mazes. The action is viewed side on and slightly from above, which means that there's a level of depth to the environments you play in. On the whole it all works very well. Lara herself, although not immensely detailed, is smoothly animated and most of her moves have been included to assist her with all her usual exploration and platforming capers.

Controls-wise, things are pretty slick. Lara is responsive enough to avoid

any needless frustration with some of the

trickier platforming sections, and battling the many beasts she encounters is made easier than normal thanks to a *Zelda*-style lock-on mechanism which means that the chore of aiming is taken out of your hands. So initial impressions are that this is pretty good – but they don't last.

Take the opening section as an example. There's that pretty clichéd trudge though the snowy mountains to get to the first temple, and once inside you're faced with rocky blocks and outcrops that you have to negotiate in order to further progress.

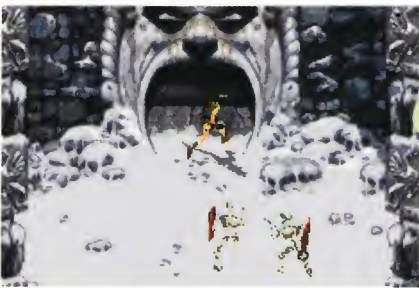
After only five minutes of the game you get that nagging feeling that not only have you seen all this before, but you're going to be seeing a whole lot more of it for the rest of the game – and

half way through the adventure you find out that, yes, that's exactly what happens.

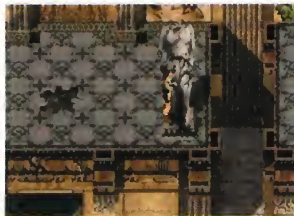
Each level is built like a giant convoluted maze filled with traps doors and sporadic enemies. You simply trudge and climb your way through a portion of the level to flip a switch that opens up another portion of the level (the entrance to which is indicated by a fly-by to the newly opened door) and then you have to run all the way back to enter the new area. It seems like a relentless switch flipping, door opening, trap-avoiding exercise that never lets up. As if that wasn't enough, the switches that you have to seek out are often very similar to the environment in which they're set, which all too often leaves you just wandering aimlessly, wondering what the hell is going on and whether or not you've missed something vital.

True there are a number of interesting puzzles to tackle as you get further into the game, but the fact that the bulk of the experience is so tedious makes it very difficult to feel rewarded for your efforts. The only saving grace in all this is that passwords are updated at frequent intervals, which means that should you turn off your GBA for a breather, you'll never be too far from where you left off.

Don't get us wrong – *Tomb Raider* isn't that awful, but the lack of anything truly inventive or spectacular has left us wanting more than this has given. **GERAINT EVANS**



★ Combat is made easier by giving you a lock-on function that means you never lose your target.



★ The usual temple-style environment and puzzles...



★ ...are as frequent as the wolves you have to fight.

It seems like a relentless switch-flipping, door-opening, trap-avoiding exercise.

## LOOK 'N' FEEL

The usual temples and rocks, traversed by a well animated Lara.

## GAMEPLAY

Exploration, puzzle solving and a whole world of switch-flipping.

## LIFESPAN

The later stages are tough and demand a great deal of brainwork.

## DIFFICULTY

No push-over, but the password system lets you play in small doses.

## ADVANCE OPINION

It's not terrible, but it's a lot of hard, tedious work for very little reward. Only the most hardened raider need apply.

65%





★ Just look at the little fellas, they're so sweet. Could you really blow them up? Oh, you could?

## WORMS WORLD PARTY



### GAMEINFO

- **PUBLISHER**  
Ubisoft
- **PHONE**  
01932 838 230
- **WEB**  
www.ubisoft.co.uk
- **PRICE**  
£30
- **SAVE**  
On cart
- **LINK-UP**  
Yes
- **OUT**  
Now

**C**onceived way back in 1994 the *Worms* experience has subsequently been transposed to virtually every video game platform on God's clean Earth. And rightly so, for while the premise may seem a tad overused, that doesn't negate the fact that the end result is a damn effective one.

Little worms, in armies, with guns, trying to blow each other's rubbery bodies to pieces – it just doesn't get any better. Proceedings are turn based and you're always up against the clock. It's all about choosing your target, selecting your weapon, aiming it and letting fly at your enemies. Options are plentiful. As a single player you can

take in a quick game, or enjoy a deathmatch involving four teams, or take on one of the single player missions. There is also a multi-player option. Within this you can mess with the environments, decide how many teams, what they'll be called and also define weapon availability. The only strange aspect of the whole affair is the multi-plot is limited to the one GBA. Why link-up wasn't employed is a mystery. All in all though it's still a fine game after all these years and a worthy addition to any collection. **STEPHEN PIERCE**

### Top Tip

Keep your worms spread out. Leaving two or more in the same area is asking for a carpet-bomb.

It's still a fine game after all these years and a worthy addition to any collection.



★ Aim your target where you want the missile to go and let fly the worms of war.



★ It really comes into its own during a multiplayer bout. This game was made to mash up your mates.

### LOOK 'N' FEEL

Well it's 2D and hardly a thing of beauty, but it is functional and cute.

### GAMEPLAY

Turn based isn't for everyone, but if you learn the game it will reward.

### LIFESPAN

Frankly eternal. There's no reason why this won't entertain for ages.

### DIFFICULTY

Five alterable levels of AI mean it's as tricky as you want to make it.

### ADVANCE OPINION

A true gaming classic which, while a little dated looking, still plays a game of beautiful bomb-lobbing aggression.

83%



# MANIAC RACERS ADVANCE

## GAMEINFO

- PUBLISHER  
Konami
- PHONE  
01895 470 503
- WEB  
www.konami.com
- PRICE  
£35
- SAVE  
To cart
- LINK-UP  
Yes
- OUT  
Now



★ Big ramps will hurl your plucky rider skywards, it's a good time to edge past the others.



★ While the tracks look different graphically, the same skills and techniques work for them all.

handling seems too touchy, while bad collision detection and repetitive play combine to blight this comic racer. Pick-ups like the (all too brief) turbo-boost at least raise a smirk as your little racing persona suddenly leaps up to ludicrous heights, but this is hardly enough to keep a GBA connoisseur eye-gloved to the screen. In summary: you'd have to be a maniac to buy it. **STEPHEN PIERCE**

**Top Tip**  
Save the Turbo Boost till right at the end. Its effectiveness any other time seems negligible.

Bad collision detection and repetitive play combine to blight this comic racer.

**S**ide-on racing anyone? We're truly in the land of the past with this anachronistic bi-wheeled, by-a-nose, byword for boredom. Sure it has a certain cheesy visual charm, but delve into the play and the skid marks begin to show.

Yes, you've got modes – championship, attack, action, plus a single-cart and multi-cart multi-player option. And yes, you've got three classes spanning over six cups: Novice, Advance and Expert. But the different tracks seem different only in terms of graphics – they all seem to play in an aggressively similar fashion. On the whole the bike's

## ADVANCE OPINION

The samey play and twitchy controls conspire to irritate beyond acceptability.

**36** / 10

# PINBALL OF THE DEAD

## GAMEINFO

- PUBLISHER  
Kemco
- PHONE  
01256 707 767
- WEB  
www.kemco-games.com
- PRICE  
£35
- SAVE  
To cart
- LINK-UP  
No
- OUT  
Now



★ Can inanimate furniture be spooky? Frightening even? Probably not. But this has a damn good try.



★ It is remarkably detailed. Look at the lovely fiery effects. Look at the twisty wire. Remarkable.

If you love pinball then deal done. If not, this won't change your mind.

**P**inball for the dead? Meaning what exactly? Meaning the tables are themed with zombies, shotgun sounds and the like.

Choose one of three tables, take a skill shot and hopefully get a bonus – extra balls, multipliers, bonus points.

Then it's onto the game proper and the noble game of ball and pin begins. It's a pretty little thing. Backgrounds: check. Animated zombie men: check. Realistic ball bouncery:

## Top Tip

Um... don't let the ball drop between the flippers or it'll be out of play! (Sigh)

check. But ultimately it's pinball. If you love pinball then deal done. If not, this won't change your mind. That said, we do like the music. Unlock the Sound Test mode and aural delights await. **STEPHEN PIERCE**

## ADVANCE OPINION

The best pinballer on the GBA. Horror themed flipping with lovely presentation.

**70** / 10





★ Visually it's an eye-poker... which is a good thing. The zombies look genuinely frightening.

## SUPER GHOULS AND GHOSTS

### GAMEINFO

- **PUBLISHER**  
Capcom
- **PHONE**  
0208 846 2550
- **WEB**  
www.capcom.com
- **PRICE**  
£35
- **SAVE**  
Battery
- **LINK-UP**  
No
- **OUT**  
Now



★ Boss boy is a hovering red demon. Hit him with your helmet and booties until he gives up the ghost.



★ Look ma, some pants. Get thwacked by the nasties and your clothes will fall away, leaving you humiliated.

The whole package's learning curve will have you tearing your hair out.

Anyone who ever owned a SNES will be fully aware of this one. It's just one of Capcom's many classics that have delighted gamers for years. That classic tale of knight-loses-princess-to-ugly-monster-demon-and-battles-monsters-in-his-loincloth. Unfortunately though, it doesn't necessarily mean it's particularly good.

Okay, so the conversion is absolutely spot on. The crisp sprites all look as they did back on its 16 bit granddaddy and, in fairness, it hasn't actually aged that badly. The simple platforming and slashing gameplay is also exactly as you'll remember it. The pace and intensity of the onscreen action is all perfectly intact – which means that it's also as knuckle grindingly difficult as it was back then.

Make no mistake people, this game is about as hardcore as they come. Even the first level is a real bitch to get through – let alone the latter levels. The enemies are relentless. Their placement in the environments is just plain cruel. The jumping mechanism, that forces you to commit without being able to freely adjust in mid-air, is maddening and the whole package's learning curve will have you tearing your hair out just as it did all those years ago. What's more, just to confound matters further, the inherent darkness of the visuals themselves make playing it even more difficult on the GBA's murky screen.

If you hadn't guessed then, this is strictly for those who want to revisit the spirit of gaming's past. If you buy it, persist and beat it, you can, it's safe to say, crown yourself a bonafide hardcore gamer. However, for those of you who don't have the patience of a saint, this will just give you nightmares. **GERAINT EVANS**

### Top Tip

The 'remixed' version of the game allows you to try your hand at certain specific sections. This is a great way to practice tough levels.

### LOOK 'N' FEEL

Exactly the same as the SNES version – right down to the last pixel.

### GAMEPLAY

A side scrolling platform actioner set in a medieval fantasy world.

### LIFESPAN

The single player game is huge, it'll take over a month's hard work to do.

### DIFFICULTY

One of the toughest games ever and one that's had us blubbing like babies.

### ADVANCE-OPINION

It's enjoyable – but only if you're looking to rekindle some fond memories of gaming's yesteryear. Rock hard, too.

# 75





★ Keeping tucked behind the other racers is the way to go. Make your move on the corner and, oh... go skidding off like a plum.

## DOWN FORCE

■ PRICE £30 ■ PUBLISHER Titus ■ SAVE Password ■ LINK-UP No

**H**aving told the increasingly wearisome world of F1 where to stick their trophies, a group of crazy, nay zany, speed freaks have split off, formed their own league and now spend their time pumping their big ends around the major cities of the world. No, honest, they have, hence *Down Force*.

Well, that's the set up, and the game is...? Surprisingly goodish. Blasting about Geneva or Vegas or any of the other ten trackettes is thumb-burningly nippy. While enjoyably, the notion of braking seems remarkably unfashionable among the *Down Force* crew – you'll simply spin full-circle out of any collision. Sure, there is a modicum of pop-up, but the speed of the thing will keep you gripped. Not quite *F-Zero*, but pretty street-tough all the same.

75 U/Y

## RIPPING FRIENDS

■ PRICE £30 ■ PUBLISHER THQ ■ SAVE To cart ■ LINK-UP Yes

**N**ext up, cartoon caperings with the muscle-bound lunacy of the *Ripping Friends*. The colourful toughies are on a mission to (yep!) save the world from what appears to be a massive swathe of bad dudes with names alluding to humorous descriptions for breaking wind.

Sound like your bag? Seven scrolling levels, weapon pick-ups and powering-up your manly rating to unleash special moves is the order of the day and yes, we know, it's hardly revolutionary. However, the black-outlined combatants look swish enough and there's a great variation in some of the environments – one features a battle atop a moving bomb no less.

The single player challenge is rather easy, you'll be disappointed to discover, but with a co-op and four player deathmatch modes to contend with, this uninspired juvenilia will still manage to keep you laughing for a good while.

70 U/Y



★ Odd title, odd game. But good. The cartoony visuals are a treasure and the animation is top notch. Unusual but pleasing stuff.

## DROOPY'S OPEN TENNIS

### GAMEINFO

- PUBLISHER LSP
- PHONE Not available
- WEB [www.lspgames.com](http://www.lspgames.com)
- PRICE £30
- SAVE Password
- LINK-UP Yes
- OUT Now

**A** remarkably pleasing bat 'n' baller featuring everyone's favourite maniacally depressed Kg. Courts range from the wild west, a junk infested alley and a prison yard, yet daffy settings aside, it plays a pretty decent game.

Drop-shots and smashes are easily achieved, while longevity is offered by a tasty four-player option and a tournament replete with training challenges. Furthermore, a cartoon option drops in bear-traps and the like all over the court. Funny and silly yes, but with a sturdy game mechanic propping up proceedings. STEPHEN PIERCE

**Top tip**  
Stay back, you don't want to be involving yourself with net play. It's a recipe for loss.



★ Miserable maybe, but good tennis.



★ Lovely pinky-purple colourisation just like our cover. We like this. Love purple. Mmm... purple.

Longevity is offered by a tasty four-player option and a tournament.

### ADVANCE OPINION

Pretty, wholesome platforming fancy that'll put a short-lived smile on your face.

82 U/Y



# Reviews

# OUT NOW!

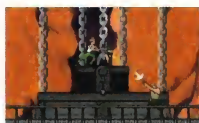
Get the gist on the games bloating your local store



## ADVANCE WARS NINTENDO

Easy pick-up colourful strategizing for the war-monger who is far too busy to ever read a manual. THIS is one of the finest GBA titles you can buy.

96%



## ATLANTIS THE LOST EMPIRE THQ

Just another addition to the growing tide of barely distinguishable platform games that threatens to swamp the GBA.

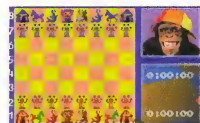
55%



## BREATH OF FIRE UBISOFT

Showing its years a little, but a solid and magnificently long 40-50 hour adventure none the less. Get stuck in and this will prove a welcome distraction for some time.

79%



## CHESSMASTER UBISOFT

Solid dependable chessmanship from a name that has been around for years. Not quite as groovy as Virtual Kasparov. It's earnest and oh so serious.

76%



## CREATURES SWING

This artificial Intelligence simulator makes for repetitive gameplay, but is strangely fascinating all the same. More like a living toy than a conventional game.

80%



## ALIENATORS EVOLUTION ACTIVISION

Tied-in with the deeply average Evolution sci-fi flick, this climbing, running, key-finding melee is fun at first but soon becomes tiresome.

63%



## BATMAN VENGEANCE UBISOFT

Slicker than The Penguin, sexier than Catwoman, tougher than The Riddler's brainteasers. Enough to keep even the most nimble-fingered superhero happy.

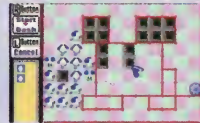
87%



## BROKEN SWORD THE SHADOW OF THE TEMPLARS BAM!

Old-school 2D adventure fun, which amongst the glut of driving and shooting games makes for timely cerebral refreshment.

91%



## CHUCHU ROCKET SEGA

Engrossing little puzzler comprising mouse and rocket action. Hours and hours can pass and you'll never look up from the screen. Absolutely, completely absorbing.

90%



## CRUIS'N VELOCITY MIDWAY

The solid scenery beats the flat look of other GBA racers, but this offers a fraction of the fun of GT Advance or Mario Kart. As a game, this makes ditchwater taste exciting.

38%



## AN AMERICAN TAIL FIEVEL'S GOLD RUSH SWING!

Rank controls, a pensionable concept and a mouse in a cowboy hat. Surely all you need to know. No? Alright dammit, it's glitchy too.

34%



## BOMBERMAN TOURNAMENT ACTIVISION

The single-player mode is pretty decent, with some sweet RPG elements to keep things fresh. But the multiplayer mode is where it's at.

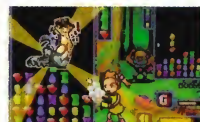
82%



## CAESAR'S PALACE THQ

Gambling without money is a complete waste of time in the real world, so why on earth would anyone want to pay for the privilege on your GBA? (See the page 95 lowdown.)

15%



## COLUMNS CROWN SEGA

Lord alive, it's more Tetris-alike. Coloured blobs fall from the sky. Change their order and then watch them don't build up too far. See it, done it. Haven't you?

70%



## DARK ARENA THQ

By numbers first-person shootin', which benefits from a brightness button. This is sexy stuff for those who've already shot more than their bolt on Ecks and Doom.

79%



## ARMY MEN OPERATION GREEN 3DO

Isometric toy-soldiering with heaps of different weapons and vehicles. Targeting can be awkward as your vision is often obscured. Not bad.

69%



## BOXING FEVER THQ

Good looking, but overly simplistic bruiser which seems to demand of the player only two rounds of action before one of you is down and eating canvas. Average.

54%



## CASPER MICROIDS

An enjoyable ghostly romp with gameplay that belies its kiddie subject matter. Looks like a platformer, but this unusual puzzler plays like a close-up version of Lemmings.

75%



## CRASH BANDICOOT XS VIVENDI UNIVERSAL

Great looking GBA debut for PS2's fox-faced bouncer. You'll beat the main game through in no time, at all but all the crates and the time trials will take you forever.

81%



## DENKI BLOCKS RAGE

A teasingly robust puzzle-'em-up, which boasts that easy to learn, hard to master quality. The puzzles start off easy enough, but before long become brutally taxing.

85%





### DEXTER'S LAB BAM!

A great little platform collect-'em-up with a neat isometric perspective. It's no *Mario Advance*, but a great way to spend an afternoon nonetheless.

82



### EARTHWORM JIM THQ

Basically, it's exactly the same as its 16-bit cousins, right down to the absence of saved games. What was once a stylish platformer now looks rather dumb. Avoid.

60



### ESPN INTERNATIONAL WINTER SPORTS KONAMI

Numerous sub-zero sporting fancies, only one of which resorts to the trad-button-slapping control. Refreshing. It's not easy though.

77



### DISNEY'S PETER PAN RETURN TO NEVER LAND UBISOFT

Only serious fans need apply. The ever-youthful Master Pan's exploits are a mite on the dull side and the combat really creeps along.

62



### ECKS VS SEVER BAM!

As a single-player first-person shooter, this is great stuff, with rock-solid missions. The multiplayer is a little lacking, though, and it never seems as polished as *Doom*.

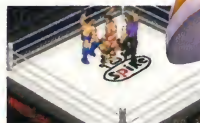
88



### ESPN X GAMES SKATEBOARDING KONAMI

Half of this is good, half of this is good old fashioned annoying. All of it isn't as good as *Tony Hawk's*. You'll be more angry than gnarly.

60



### FIRE PRO WRESTLING BAM!

Hundreds of options, modes and tournaments and a superb four player option make this the choice for the man comfortable within a spandex girle.

84



### F-ZERO MAXIMUM VELOCITY NINTENDO

More than just a rendition of the SNES classic, this takes Ninty's futuristic racer a step further and is a lightning-quick beaut of a game.

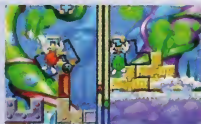
89



### DONALD DUCK ADVANCE UBISOFT

A nice looking Duck jumping, collecting endeavour for younger gamers. No one gets hurt and it's all very lovely. Look for the smart cut-scenes.

69



### EGGO MANIA KEMCO

A *Tetris* variant incorporating a rotating egg man. Inspired stuff... huff. If you don't have such a title in your collection it's worth a look - competent but fairly unoriginal.

75



### F-14 TOMCAT THQ

Cramming the world and its arse onto the GBA's screen, this flight-sim is complex, clever and involving. Just use a screen magnifier to get the very best from it.

72



### FLINTSTONES BIG TROUBLE IN BEDROCK SWING

Terrible, repetitive platform borgasmotron. Irrespective of anyone's infatuation with the tiresome *jurassic Simpsons*, leave this well alone.

23



### GOLDEN SUN NINTENDO

Stunning RPGism that gets the best from the GBA. As dense in some quarters as a home console adventure, this simply has to grab you if you have a GBA.

94



### DOOM ACTIVISION

A fantastically faithful version of the daddy of first-person shooters. While single-player is good, terrifying fun, the multiplayer kill-or-be-killed deathmatch is pure brilliance.

93



### ESPN BASS TOURNAMENT KONAMI

Nice looking um... fish and water and it can prove initially quite exciting. This will wane quickly though, leaving you just waiting for a bite.

62



### FILA DECATHLON THQ

Tracky-top peeps sponsor this jumpy, funny, vaulty medal-athon. Old-school button-thawking is the name of the game, but the package is lacking in substance.

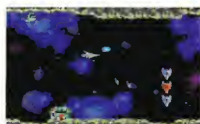
65



### FORTRESS THQ

An ungainly twist on the *Tetris* theme, you use the falling blocks to build up a wall to protect your citadel. It's an interesting idea on paper, but loses it in the translation.

64



### GRADIUS ADVANCE KONAMI

A slick, accomplished blast from the past that puts most other handheld shooters to shame. Power-ups are as balanced and the levels are tough, but not unfairly so.

90



### DRIVEN BAM!

This isometric racer is a great alternative to some of the other racing games out there, it's clear that a great deal of thought and effort has gone into making this.

83



### ESPN FINAL ROUND GOLF 2002 KONAMI

A decent enough golfing sim, but a little too dry to be in the same league as the classic golf games of years gone by. For enthusiasts only.

65



### FINAL FIGHT ONE UBISOFT

The arcade classic shrunk down to pocket-sized proportions. Proof indeed that it's possible to do a decent side-scrolling beat-'em-up on a hand-held.

80



### FROGGER'S ADVENTURES TEMPLE OF THE FROG KONAMI

Frogger's good looks and simple gameplay make this an appealing package.

78



### GT ADVANCE CHAMPIONSHIP THQ

The first and best 'realistic' racer on the GBA. There are tons of tracks to unlock, with loads of performance-altering options to tinker with.

87



★ At least he'll never scrape his knees, eh?





## HARRY POTTER AND THE PHILOSOPHER'S STONE

ELECTRONIC ARTS

Like the books, this is a gripping adventure packed with classic moments.

86



## IRIDION 3D

THQ

The 3D graphics are quite smart – making this look like an absolute treat – it's just a shame that it plays like a dog. If it wasn't so hard, it might have been pretty good.

68



## JURASSIC PARK III PARK BUILDER

KONAMI

This Theme Park-inspired title is a bit limited on the park-building side of things, but it's niftily designed and tough to put down.

78

★ **Golden Sun**  
blue-spikey-face-yellowie-eye-pincer-tail-thing.



## HOT WHEELS BURNIN' RUBBER

THQ

With glitchy invisi-cars on occasion, this is no Mario beater. Yet this simple racer has much charm, with 20 tracks and four modes.

72



## JACKIE CHAN ADVENTURES LEGEND OF THE DARK HAND

ACTIVISION

Walk right, hit bokes, make them disappear, hit new bokes, make them disappear, repeat to fade. You get the idea. It's ok. Ish.

59



## JURASSIC PARK III DNA FACTOR

KONAMI

Yuck! This is rotten to the core and a shameless cash-in on a movie that wasn't much cop. If you enjoy playing shoddy games, this is for you.

21



## KURU KURU KURURIN

NINTENDO

Another quirky ace for Nintendo. Guide a rotating stick around some devilishly tricky mazes without touching the sides. Brilliant.

90



## LEGO RACERS 2

LEGO MEDIA

There's nothing much wrong with *LEGO Racers 2* – it's a very slick and enjoyable karting game, with plenty to do and loads of fun to be had. It's just not *Mario Kart*, though.

79



## INSPECTOR GADGET ADVANCE MISSION

LSP

While Inspector Gadget's first GBA outing isn't exactly awful, it isn't exactly inspired, either. This is an extremely pedestrian platformer.

70



## JIMMY NEUTRON BOY GENIUS

THQ

Once you've got the jetpack and its fuel you can fly anywhere – a fact that robs the game of any challenge. Only fans need be interested.

57



## KAO THE KANGAROO

TITUS

Just what we need – another by-the-numbers platformer. This is as average, mediocre and tedious as it gets, and certainly not worthy of your 35 treasured notes.

29



## LADY SIA

TDK

Beautifully presented platforming action with excellent hand-drawn visuals. Although flawed in some places, this is definitely well worth a look. Nice.

80



## MARIO KART SUPER CIRCUIT

NINTENDO

The most fun racer ever. *Mario Kart*'s friendly exterior hides a steely heart that'll stretch even the skillset of gamers. An absolute must.

95



## INTERNATIONAL SUPERSTAR SOCCER

KONAMI

Flashy football with intelligent passing that doesn't match its SNES granddaddy, but still plays a sweet version of the truly beautiful game.

80



## JONNY MOSELEY MAD TRIX

3DO

Unimpressive skiing 'n' trix yawn-bucket. Use rails and ramps to perform your maddest trix. Or don't bother and leave it on the shelf, in the shop.

59



## KLONOA EMPIRE OF DREAMS

NAMCO

Its kiddish kitty in trainers vibe belies the brain gnawing trickiness beneath – this is a challenging and incredibly smart platformer.

88



## LEGO BIONICLE TALES OF THE TOHUNGA

LEGO MEDIA

Fun to play, and the adventure is big enough to have you hooked for some time. Bionicle is enjoyable, but it's hardly groundbreaking.

72

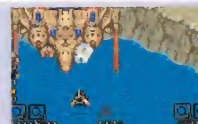


## MAT HOFFMAN'S PRO BMX

ACTIVISION

Not quite as much fun as the board-based *Tony Hawk's*, but *Mat Hoffman* is an enjoyable, action-packed and fun-filled extreme sports game.

79



## INVADER XICAT

By numbers vertical scrolling shooter in the *Xevious* mould. Handy selection of weaponry, but this isn't original enough to ever set the galaxy alight. Samey stuff.

60



## JURASSIC PARK III DINO ATTACK

KONAMI

Gruesome controls mar this otherwise reasonable diversion into making the once extinct toothy ones, extinct once more.

68



## KONAMI CRAZY RACERS

KONAMI

Somewhat displaced by the arrival of the superb *Mario Kart*, this is still a decent cutesy racer that lacks the depth of its newer rival.

85



## LEGO ISLAND 2

LEGO MEDIA

This is nothing outstanding, but it is a very solid and fun game that will win the hearts of Lego fans. Everyone will enjoy this light-hearted, comical adventure.

80



## MECH PLATOON

KEMCO

A fantastic strategy game second only to *Advance Wars*. Complicated without being too fiddly, with enough to make sure you won't stop playing for some time to come.

90





### MEGAMAN BATTLE NETWORK INFOGRAMES

Imagine taking all the bad bits from a sub-par RPG and tarring them up with the *Megaman* façade. To be brutally honest, it's a bit dull.

35



### MORTAL KOMBAT ADVANCE MIDWAY

The tired Kombatants get another fist-clenching, knuckle-dragging run out. They should have stayed in bed. Very, very not good indeed.

23



### NO RULES GET PHAT TDK

It might have skateboards and an 'extreme' name, but this feeble platformer is a million miles away from *Tony Hawk's*. There's no real flow to it – a total stop-start experience.

35



### PITFALL THE MAYAN ADVENTURE ACTIVISION

Another mediocre rehash of this ancient platformer. The decent visuals and super-smooth animation does nothing to help.

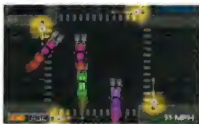
70



### POWERPUFF GIRLS MOJO JOJO A-GO-GO BAM!

Horizontally scrolling shooter starring the cartoon chicks. A brave attempt at doing something different with a license. Shame it fails to inspire.

62



### MIDNIGHT CLUB STREET RACING REBELLION

An early (for early read 'poor') PS2 game given the top-down 2D treatment for your GBA. This is too reliant on trial-and-error to be successful.

60



### MOTO GP THQ

Bi-wheeled racing comes to the GBA in this cycle *Grand Prix*. Its old fashioned handling is balanced by the sheer pace of the asphalt fury. Worth a gander.

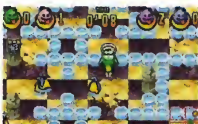
68



### PAC-MAN COLLECTION NAMCO

Four *Pac-Man* themed games on the one cart. Think of it as one outstanding arcade update with three complete bonus games of variable quality. A retro treat.

90



### PLANET MONSTERS TITUS

A maze-based squish-'em-up, *Planet Monsters* is a fast and competent puzzler, but as an alternative to the superb *Bombberman*, it fails to engage in the same way.

78



### PREHISTORIK MAN MIDWAY

Platformers are two-a-penny on the GBA, but persevere and you'll discover that caveman Sam has a few tricks up his prehistorik sleeve to lift this above the ordinary.

83



### MIDWAY'S GREATEST ARCADE HITS MIDWAY

Okay, they may look a bit crap, but these are ideal whip-out-'n'-play tests of your gaming mettle, and spot-on conversions of arcade classics.

78



### MIKE TYSON BOXING UBISOFT

The management side seems to offer little influence, while the action is more than a tad muted. Not what you'd really expect from a deranged, ear-biting ex-con.

53



Botheration! The sun's come out and obscured the screen just as *Advance* was getting stuck into...er, you know...um... Ooops we've forgotten what we were playing. Using your undoubted skill and

judgement and... oh just go on guess. Try and figure out what game has been so brutally obscured by the sun's harsh rays. The first correct answer out the *Advance* mail pod gets the mystery game.

Scribble your guess on a postcard and send to... "I love the sun, it shines on me"  
Advance, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW



### PUYO PUYO SEGA

A competent but rather arcane puzzler which trades on its transparent nuisance blobs for interest. Yet another fine but dull falling block teaser to add to the pile.

75



### RAMPAGE PUZZLE ATTACK MIDWAY

This falling-block puzzler is one of those ideas that probably looked great on paper, but in practice it's far too fiddly to be much fun.

55



### MONSTERS INC THQ

A big hairy side-scrolling misery. Such a great flick, such a lame game. Collect bits of Boo's door, if you can really be bothered. This is one game that's truly scary.

42



### NAMCO MUSEUM NAMCO

Though all four games were good for their time, their time was 20 years ago. And none of the games have had so much as the teeniest enhancement. Strictly for retro-heads only.

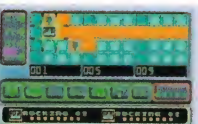
50



### PHALINX KEMCO

An old-skool 2D shooter resurrected for the small screen. There's nothing particularly new here, but if it's a tough test of the reflexes you're after, look no further.

81



### POCKET MUSIC RAGE

Hardly up to studio standard, but an amusing distraction all the same. Six musical styles are yours for the mauling, but your opus is limited to five and a half mins.

83



### RAYMAN ADVANCE UBISOFT

Superb to look at, the animation on *Rayman* is top-notch and the environments crystal clear. It's just a shame it plays like any other platformer under the sun...

80





★ A large bandicoot flying a kind of home-made helicopter thing? Why yes, oddly enough, we do have one.



### SHAUN PALMER'S PRO SNOWBOARDER ACTIVISION

Not terrible, just not great. With Tony Hawk's doing the rounds, what extreme sporter would choose this middling pile of slush fun instead?

60



### SPYRO SEASONS OF ICE VIVENDI

With gorgeous graphics and great gameplay, *Spyro Seasons of Ice* is every bit as good – no, better, dammit – than the old PSone games.

89



### SUPER DODGEBALL ADVANCE UBISOFT

Ball game where points are scored by hurling it at the opposition. A delicious slice of old-skool gameplay. It's quick, slick, fast and fun.

85



### SNOOD DIGITAL WORLDWIDE

*Bust-a-Move* only with Snoods (disembodied multi-coloured heads for the uninitiated). Snoods are too big, rendering the playing area cramped. Very middle-of-the-road.

58



### STAR WARS JEDI POWER BATTLES THQ

Oh how we wanted this to be stoopid good. It's not though. Nice graphics aside, it's let down by poor jumping. Fortunately, there is another...

65



### SUPER MARIO ADVANCE NINTENDO

Not the all-new Mario game that everyone was hoping for, but a decent enough romp all the same. Not a patch on *Super Mario Advance 2*.

89



### READY 2 RUMBLE ROUND 2 THQ

Wretched. Nasty visuals and shallow and dull gameplay makes this instantly forgettable. About as much fun as sucking on a sweaty sock.

32



### RUGRATS CASTLE CAPERS THQ

If you want a good blast, look elsewhere. The camera problems and background graphics make this a real chore to play.

60



### SONIC ADVANCE SEGA

Great looking and as sprightly a platformer as you could want. Designed solely for the GBA, the topaz hedgehog has never looked better – buy this now!

91



### STEVEN GERRARD'S TOTAL SOCCER 2002 UBISOFT

Not the prettiest soccer sim, but this is the most playable and addictive football game yet to hit the GBA. This is easily top of the league.

88



### SUPER MARIO ADVANCE 2 NINTENDO

All back to '92 for a serving of 'tash-meister action that's aged with a luscious Dench-style dignity. The best 2D platformer ever.

94



### ROBOT WARS ADVANCED DESTRUCTION BBC MULTIMEDIA

Fans of the BBC TV show will have a good time with this unusual battle game.

80



### SCOOBY-DOO CYBER CHASE THQ

Fails to capture the essence of the student's favourite show, but you can change between characters, and there are cool little mini-games.

54



### SPIDER-MAN MYSTERIO'S MENACE ACTIVISION

This is fantastic stuff, offering tons of rock-hard, beautifully designed levels and superb animation. Ace, whether you're a Spidey fan or not.

90



### SUPER BLACK BASS UBISOFT

Drab looking angler, but one that aspires towards realism by offering a huge set of lures and a drivable boat. It won't keep your attention long though. Fish off!

60



### SUPER STREET FIGHTER 2 X REVIVAL UBISOFT

As great to play now as it ever was. It's just like having the arcade beat-'em-up in your pocket. This is well worth the investment.

90



### ROCKET POWER THE DREAM SCHEME THQ

This skateboard-based platformer has some very good ideas, but ultimately you'll be more annoyed than entertained.

59



### SCRABBLE UBISOFT

Like playing with your Mum, you can't use swear words, but it has a comprehensive built-in dictionary. As a representation of the classic word game it's fine and dandy.

75



### SPONGEBOB SQUAREPANTS SUPER SPONGE THQ

Virtually without any redeeming factors. Appalling platformer which is most entertaining when combined with a large hammer.

20



### SUPER BUST-A-MOVE UBISOFT

*Bust-A-Move* is one of the better puzzlers available for your GBA, especially in two-player mode. If you've not tried it before, we strongly suggest you give it a go now.

86



### TANG TANG TAKE 2

A puzzle-based single-screen platformer, *Tang Tang* is a Frankenstein of a game, where elements of bygone classics have come together and gone horribly wrong.

45





### TEKKEN ADVANCE NAMCO

Sprites for polygons as the PS2's benchmark battler hits GBA. All in all, good stuff, although the AI can let it down on occasion. The feel is all there though.

85



### THE WILD THORNBERRYS CHIMP CHASE THQ

Dubious collision detection in this monkey kidnapping, bestial bound-about. Heaps of platforming levels, but this is ordinary fare.

54



### TOM AND JERRY THE MAGIC RING UBISOFT

Tiresome running, hitting people with things trial which is a waste of everyone's time. Even you reading this now, so stop. Seriously, stop...

38



### TONY HAWK'S PRO SKATER 3 ACTIVISION

Initially tough, but soon evolves into a pop-shoving + nose grinding + 50-50 + no complying + car plant of a game. Which is good.

93



### WARIO LAND 4 NINTENDO

Wario's GBA debut is a sublime platformer, make no mistake, but it's a little on the easy side and not as involving as previous games in the *Wario Land* series.

90



### TETRIS WORLDS THQ

It's *Tetris*, but with the Russian flavour replaced by a weird 'worlds' thing, and some minor gameplay tinkering. You're better off with a GBC copy of *Tetris DX*.

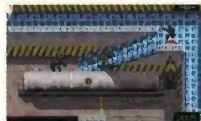
56



### THUNDERBIRDS SCI

Good for lovers of the threadbare plotting of your typical 'Birds adventure. All the craft are here for scrolling, shooting fun. Sadly, not in 'Superanimation'.

67



### TOM CLANCY'S RAINBOW SIX ROGUE SPEAR UBISOFT

Sneaky, sneaky catchy terrorist. Mince about with your three chums as you take out the baddies with guns. Very good it is too.

88



### TOP GEAR GT KEMCO

This one stinks, to be honest. Unlike *Advance GT*, this isn't even in proper 3D, so it plays like a Game Boy Colour title, only with ever so slightly better-looking graphics.

34



### WINTER X GAMES SNOWBOARDING 2 KONAMI

Ropy animation and fiddly controls render this a big, wet disappointment. Never rewards your efforts admirably. Keep your powder dry.

44



### THE LAND THAT TIME FORGOT SWING

Scandalously dull platformer created off the back of a tired old license. Looks ok, handles ok, but... still maybe the duller game ever made.

21



### TINY TOON ADVENTURES WACKY STACKERS SWING!

More *Tetris* ja vu, only this time with um... a pig in dungarees. Four play modes and playability in two player mode make this a tasty buy.

78



### TONY HAWK'S PRO SKATER 2 ACTIVISION

One of the first games to come out for the GBA, this is still the best extreme sports title - except, of course, for *Tony Hawk's 3*.

90



### VIRTUAL KASPAROV TITUS

With a story mode and (yes) appearances by Kasparov himself, this manages to infuse the dusty world of chess with some entertainment. Wow. Total genius.

82



### WWF ROAD TO WRESTLEMANIA THQ

Stylistically, *Road to WrestleMania* is really impressive, and there's loads squeezed in here, but it just plays like a damp squib.

64

You looking at my game? 'Cos if you are I'll shake this bizarre oversized fist in your direction.

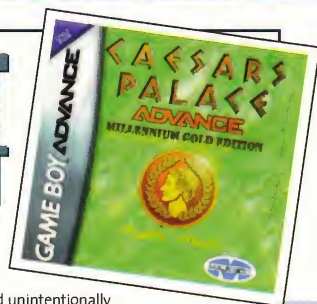
## THE WORST A MAN CAN GET

*Caesar's Palace* is the tossest of the baddest. Avoid or die

Do you look like this man? The condition is known in medical terms at 'angry'. Check and see if you are exhibiting similar symptoms. For example, a red face, a tenseness across the back, spittle dropping gently but deliberately from the corner of your mouth. If you now believe yourself to be suffering from 'angriness' the cause could be very near at hand. Dr *Advance* would suggest that you have, at some point, accidentally walked into a game

retailer and unintentionally reached into your wallet and handed over English quids for the game above. It is without doubt, and very much, the most offal-riddled, bile-dipped satchel of gaming tediocity yet puked onto the side of dull. Betting, with no money, for unreal money. Default stake is one made up, non-existent, fabricated dollar. If you have this already, burn it. Hit it with your shoes. Eat it. Anything but play it. If you don't yet own this abominable waste-pipe of a cart, kiss yourself on the face for being so clever.

CAESAR'S PALACE SCORED 15% IN ADVANCE ISSUE 2. THE LOWEST RECORDED SCORE IN THE MAG'S HISTORY.





#### LEVELS AND BONUSES

### BRITNEY'S DANCE BEAT

If you want to get to grips with Britney, you can unlock all levels and bonuses with the following two codes. Simply enter these as passwords: HMNFK or NXKFP. Hit me baby one more time!



#### HORRIFYING EXTRAS

### PINBALL OF THE DEAD

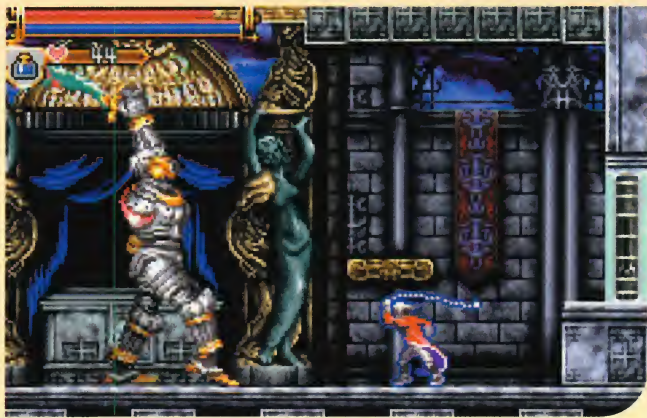
Get your flippers at the ready to unlock some cool bonuses. Kill 1,000 zombies during the game to unlock sound test mode and 2,000 zombies to access movie test mode.

# ADVANTAGE!

More stuck than a stick insect stuck in a double-sided stickytape factory? Fret no further. Just follow our top tips and all will be well.

GET YOUR FANGS OUT!

## CASTLEVANIA: HARMONY OF DISSONANCE



★ More gothic meanderings through a thoroughly scary castle environment. Sorry, *Castlevania* environment.

Konami's fantastic bloodsucker is back and better than ever on the GameBoy Advance. Try out these great cheats to unlock even more from the game.

#### PLAY AS MAXIM

To be able to play as Maxim, first beat the game, then start a new game entering your name as MAXIM.

#### PLAY AS SIMON

In order to play the role of Simon from the NES *Castlevania* games, you'll need to have beaten the game and unlocked the Boss Rush mode. Once that's done, turn off/on the game and when the Konami logo is onscreen, enter the Konami code (Up, Up, Down, Down, Left, Right, Left, Right, B, A).

When you enter the Boss Rush mode, you'll be playing as Simon.

#### HARD MODE

If the game isn't tough enough for you, start a new game with the name HARDGAME to ramp up the difficulty level.

#### WITHOUT SPELLBOOKS

And if you fancy playing through the game without being able to obtain spellbooks, start a new game with the name NO MAGIC.

#### BOSS RUSH MODE

Complete the game to unlock the challenging Boss Rush mode which sees you play against each boss

in game order until you either lose in defeat or reach the end.

#### COLLECTIBLES SECRET

In order to collect all the items in the game without the hard work, simply find one throughout the castle. You'll now be able to access the cool Collectibles option in the Secret Info menu.

#### ENCYCLOPEDIA SECRET

Collect the Monster Tome Relic to unlock the Encyclopedia option on the Secret Info menu.

#### SOUND MODE

Defeat Dracula Phantom and finish the game 100 per cent in order to unlock the Sound Mode.



## PASSWORDS

### SCOOBY DOO: CYBER CHASE

Enter the following codes as passwords to skip levels.  
Coliseum.....MXP#2VBI  
Ocean Chase.....CHBSVBX  
Prehistoric Jungle.....55C7VB8



## CHEAT MODE

### DUKE NUKEM ADVANCE

Open up a menu offering a supreme God mode, full weapons, infinite ammunition and no clipping.  
Pause gameplay, then hold L and press left, up, A, up, left, A, Start and Select.

## ZAP THOSE ALIENS



★ This looks a wee bit different from the *Space Invaders* we remember. Then again, we're old.

# SPACE INVADERS

Yes, that arcade classic is back and revamped for the GameBoy Advance. Despite being lots of fun, alien zapping can get rather hectic, so give yourself a chance to skip levels with these passwords. Just don't be too surprised if you find it too tricky.

?wz4 vcln 4w81v?

#### LEVEL 4: JUPITER

rssn 3qj7 8?gimc

#### LEVEL 5: SATURN

wsp2 mso8 n?h8nf

#### LEVEL 6: URANUS

cnv? qwkg j3x8r5

#### LEVEL 7: NEPTUNE

hv27 rwig n3y0r7

#### LEVEL 8: PLUTO

mv7h rclh 3zsr9

#### LEVEL 9: ALIEN HOME

rv8r rc2h x3?rjc

#### PASSWORD FOR CLASSIC MODE

cls1281999dbm

#### LEVEL 2: EARTH

wwyx tc2n qw79vy

#### LEVEL 3: MARS



★ What, no little houses at the bottom of the screen to hide behind? That's a bit difficult isn't it?

## CRASH'S BEST ADVENTURE YET

# CRASH BANDICOOT XS



★ Houston, we have a bandicoot! Crash heads into space for this game.

Not only can the GBA handle retro games and SNES classics, it's pretty good at PlayStation titles as well. Unlock brand new moves and a bonus level by our following these tips.

#### TURBO

Beat the game and you'll unlock the Turbo Mode in any new games. Hold L during the game to be able to run faster.

#### SUPER BELLY-FLOP

Retrieve all the items and you'll get the Super Belly-Flop. This looks the same as the normal belly-flop but it's more powerful.

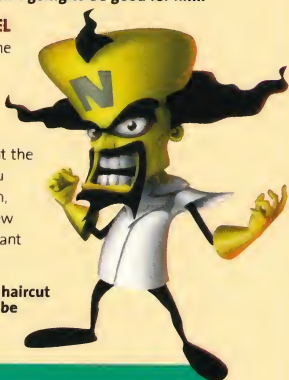


★ You just know that that green stuff below Crash isn't going to be good for him.

#### BONUS LEVEL

Finish the game with a 100 per cent rating. Now start a new game and fight the last Boss. If you beat him again, you'll play a new level with mutant bosses.

★ If we had a haircut like that we'd be angry too.



## BECOME THE RALLY CHAMPION

# GT ADVANCE 2: RALLY RACING

This rallying malarky can get tough at times so enter the following cheats to make life a bit easier.

#### ALL TRACKS

At the title screen, hold L + B and press right.

#### ALL CARS

At the title screen, hold L+B and press left.

#### ALL TUNE UPS

At the title screen, hold L+B and press Up.

#### EXTRA MODES

At the title screen, hold L+B and then press Down.







## BUZZING PASSWORDS

### MAYA THE BEE: THE GREAT ADVENTURE

Enter !G4LL3RY! for a secret gallery and !SHOWT1M3! for a level select mode at the password screen.

## COOL CODES

### ICE AGE

Enter the following passwords to access a level select mode and art gallery:  
NTTTT and MFKRPH respectively



## SECRETS AHOY

# TONY HAWK'S PRO SKATER 3

Unfortunately there aren't any cheats for *THPS3* as most of the secrets involve completing the game multiple times with all the goals and the different medals available. Here's what you need to do in order to unlock those extreme extras.

### SPONSOR MODE

Complete Pro Mode once to unlock Sponsor Mode which you'll find is even harder than the main game.

### UNLOCK WOLVERINE

To play as the legendary X-Man, complete the game in Pro and Sponsor mode with all goals and gold medals gained.

### UNLOCK SHAUN PALMER

Beat Pro and Sponsor Tour with three different skaters to unlock Shaun and his hovering snowboard.

### THE ZONE

First unlock Wolverine and complete the game using him in order to unlock this GBA exclusive hidden level.

### NEW CREATE-A-SKATER CLOTHES

Meet all the goals and get all the gold

medals in both the Pro and Sponsor Tour.

### TONY HAWK'S 2 COSTUME

Complete Pro Tour completing all goals and getting gold medals to unlock Tony's costume from previous game.

### UNLOCK SKATER VIDEOS

To see each skater's replay movie, complete Pro and Sponsor Tour with the respective character, with all goals and all gold medals

### ALTERNATE OUTFITS

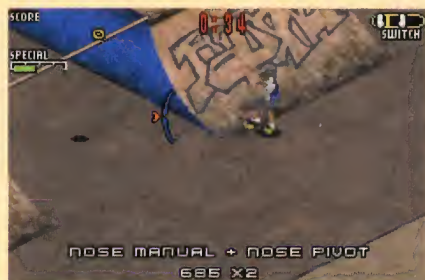
To unlock an extra set of clothes for each of the skaters simply gain two gold medals in the Pro Tour competitions using the respective character.



★ Off the dinner table and right towards that stairway we go. Gnarly!



★ It was all going so well until the giant computer generated Tony Hawk appeared and knocked him off.



★ A nose manual and a nose pivot? That's fine. But why's he wearing white socks? Nasty.



★ This looks like a stunt from *Jackass*. Hospital beds and mountains of plastercast here we come.

## 2D SCROLLING ACTION

# CT: SPECIAL FORCES

Enter the following codes in order to skip certain levels and you'll suddenly be able to unlock extra characters too.

Unlock World 3: 2704  
Unlock World 4: 0108  
End Level: 1705  
Play as Owl or Raptor: 0202







#### CHEAT CODES

### DRIVEN

Unlocks all cars and tracks: 2,9,8,0,1  
Unlocks Game Stop Car: 0,7,9,1,3  
Unlocks Master Car: 6,2,9,7,2



#### FLYING FUN

### PINOBBE: WINGS OF ADVENTURE

Find the fairy in some of the levels in order to get the dash move.

#### RPG ADVENTURING

# BREATH OF FIRE 2



Capcom's *Breath Of Fire 2* is an epic RPG with hours of gameplay to wade through. With plenty of random battles and bosses to fight, you need all the help you can get so we tell you how to get the items you need on your quest as well as that all important money.

#### PLENTY OF CASH

Visit the priest that saves the game for you and ask to give a donation. If you have less than 100 coins, he will give you ten so keep going until you reach 100, bank it then repeat as often as you like.

#### STARBRINGER SWORD

Stand on a blue Chance Square in the

Thieves tomb and then just fight continuously. Eventually, you'll find the Starbringer Sword.

#### LIFE ARMOUR

The main character's strongest armour can be located in the fishing spot north-west of the gate next to the cave.

#### LIFE BRACELET

When Ryu has fought Barubary and he's dropped some serious hints on how to go about finding the bracelet, head right with Katt and then smash the rock. Continue right, then use Sten to reach across the gap until you find a treasure chest containing the item.



#### GO DINOSAUR HUNTING



# TUROK EVOLUTION

Blast away those prehistoric critters with the following level passwords.

LEVEL	PASSWORD
1-2	K8T87 NL46K 6T8K
1-3	K8T87 NL46K T7R3
1-4	K8T87 NL46K 4V2T
2-1	K8T87 NL46K 7NR1
2-2	K8977 N5408 VROS
2-3	K8T77 NL42R 2T74
2-4	K8T77 NL42R 39KV
3-1	K8T77 NL42R KV41
3-2	55987 V5452 VOS2
3-3	5K987 V5452 3678
3-4	5K987 V5452 LV15
4-1	5K987 V5452 3K21
4-2	5K987 V5452 9VL2
4-3	KK987 V2457 TV7L
4-4	KK987 V2457 5RTV
5-1	KK987 V245T K69L
5-2	KK987 V245T 759T
5-3	KL987 NT465 364V
5-4	KL987 NT465 TK8N



## LEVELS UNLOCKED

### ARMY MEN ADVANCE

If you are fed up with these green little men already, simply enter NGRDGPB to go to any level you desire.



## RIDING HIGH

### DAVE MIRRA FREESTYLE BMX2

Hold L and press A, B, B, A, A, Up and Down during game and you'll be able to ride on the roof. That's what we call extreme.

## FRAGGING FUN

# WOLFENSTEIN 3D



★ "Got in Himmell!" Go get the generic nasty Nazis in the GBA recreation of the classic PC first person shooter. They've all got no sense of humour, you know.

It was said that *Doom* could never be done on the GBA but now plenty of first person shooters are available for the handheld. Here are some cheats for this old PC game that kickstarted the genre.

#### GOD MODE

Pause the game, then hold L + R before pressing A, B, A, A, B, A, A, A, A, A. Sound will confirm that you entered the code correctly.

#### ALL WEAPONS, KEYS, AMMO AND HEALTH

Pause the game, then hold L + R before pressing A, B, B, A, A, A, A, A, A. Shout will confirm that you entered the code correctly. All weapons and keys will be unlocked and

your health and ammunition will be restored to their maximum levels.

#### LEVEL SKIP

Pause the game, then hold L + R, before pressing A, B, A, A, B, B, A. The sound of a door opening will confirm that you entered the code correctly. When you resume the game, you'll start on the next level.

#### ADVANCE TO BOSS LEVEL

Pause the game, then hold L + R before pressing A, B, A, A, B, B, A, A. The sound of a siren will confirm that you have entered the code correctly. When you resume the game, you'll find that you are starting at the next current Boss.



★ If it all looks a bit *Doom* that's because it is.



★ There's just a hint of blonde Aryan hair poking out from beneath this bloke's hat. Look.

## WEBSLINGING FUN

# SPIDERMAN: THE MOVIE

The game of the movie is great fun, but have you discovered everything?

hidden within the game by taking pictures on each level

#### CHEAT MODE

If you manage to complete the game by taking pictures on every level, and with all the red spiders, you can unlock the cheats option in the secrets menu.

#### MOVIE CLIPS

Unlock all the movie clips

#### ENDING BONUS

Unlock the Level Select option by completing the game. When you start a game press start to swing towards a new level.



## STITCH THEM UP!

# LILO AND STITCH

Aliens are everywhere and Stitch has crash landed in this game based on the film showing in cinemas nationwide. Amazingly for a licensed game, it's quite good, so squeeze even more fun from it with these passwords.

#### LEVEL

Beach  
Mothership  
Space Cr  
Junkyard  
Escape!  
Rescue  
Final Chal  
End

#### PASSWORD

Stitch, Stitch, Stitch, Stitch, Stitch, Stitch  
UFO, Scrumpt, Stitch, Rocket, UFO, UFO  
Lilo, Rocket, Stitch, Rocket, Rocket, Scrumpt, Stitch  
UFO, Rocket, Stitch, Rocket, Rocket, Scrumpt, Stitch  
Stitch, Scrumpt, UFO, Gun, Rocket, Scrumpt, UFO  
Flower, Scrumpt, UFO, Gun, Gun, Gun, UFO  
Lilo, Pineapple, Flower, Pineapple, Gun, Gun, Stitch, Pineapple, Pineapple  
Pineapple, Pineapple, Pineapple, Pineapple, Stitch, Stitch, Stitch



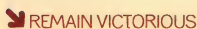
★ Disney's latest gets the GBA treatment and, shock, horror, it's actually a good game.





## KLONOA: EMPIRE OF DREAMS

If you want to stop losing lives, press Start with one heart remaining and select retry. You'll go back to the last door you came through, lives intact.



## ESPN FINAL ROUND GOLF 2002

Save your game after getting a decent score at a hole then reload once you go over par. This way, you'll never lose.

### 2D SCRAPPING

# GUILTY GEAR X

You can't beat the GBA for 2D fighters, but if you're thinking that you are the Daddy of all things fighting, see if you can unlock all these different modes. This is one challenge that you won't finish in a hurry.

#### ALTERNATE COSTUMES

Press Start or Select when choosing a character on the character selection screen.

#### FIGHT AS DIZZY OR TESTAMENT

At the Press Start screen, press Down, Right, Right, Up and Start.

#### DIZZY

Defeat Dizzy's daredevil version in Survival mode or defeat Dizzy on Stage Ten in Arcade mode.

#### TESTAMENT

Defeat Testament's daredevil version in

Survival mode or defeat Testament on Stage Nine in Arcade mode and Dizzy Stage Ten Arcade mode.

#### EXTRA MODE

You can unlock an extra mode for your fighter by defeating its daredevil version in Survival mode. Extra version will allow you to perform special combos and some new moves.

#### ORIGINAL MODE

To unlock the Original Mode, complete the game in Survival mode successfully.

#### GUILTY GEAR MODE

Select Survival Mode and reach stage 180, then defeat all your opponents until you finally reach stage 330. You'll now be pleased to discover that you have access to the Guilty Gear Mode.



### BECOME KING OF THE RING



★ You wouldn't hit a woman would you? That is a woman, right?



★ We could've sworn there was an arm on the end of that boxing glove.

# BOXING FEVER

If this average boxing arcade game is getting you down, cheer yourself up by using these passwords.

9oHG6738 Amateur Series beaten  
H7649DH5 Top Contender Series beaten  
2GG48HD9 Pro Am Series beaten  
8G3D9787 Professional Series beaten  
83G58318 World Title acquired  
G51FF888 Survival mode beaten

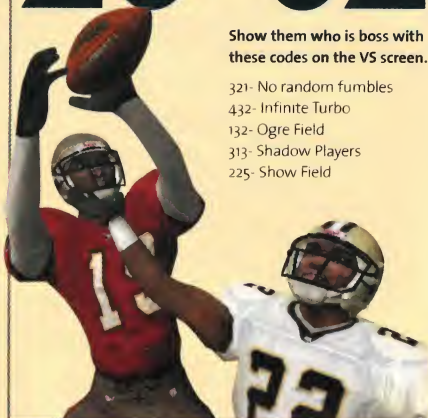


### BLITZBALL

# NFL BLITZ 20-02

Show them who is boss with these codes on the VS screen.

321- No random fumbles  
432- Infinite Turbo  
132- Ogre Field  
313- Shadow Players  
225- Show Field







PS2?



XBOX?



GAMECUBE?

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**EVERY  
SECRET  
EXPOSED!**

*SUPER MARIO ADVANCES*

# Yoshi's Island



The latest in Mario-related goodness and we've worked it all out for you.

**Warning:** This guide could seriously damage your enjoyment of the game – no secret is left uncovered.



## REVEALED!

- ALL THE SECRET AREAS
- WHERE TO FIND RARE RED COINS
- MINI-GAME TECHNIQUES
- "HOW TO..." BOSS SECTION
- INFO ON ALL 6 WORLDS, AND MORE



# LONELY PLANET GUIDE TO YOSHI'S ISLAND.

This is the screen you start and finish from. Manage your progress, check your score and revisit areas from here...

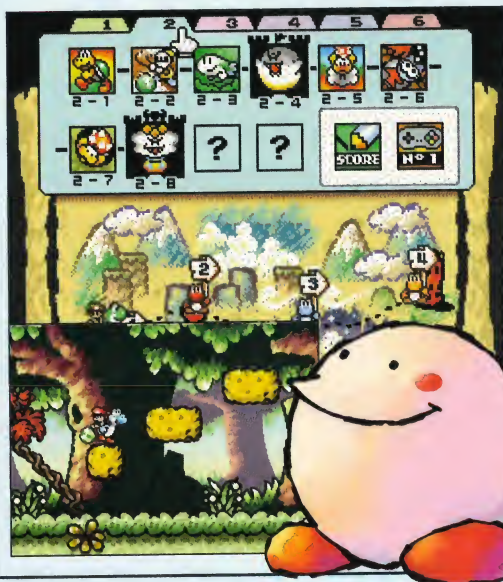
## WORLD ONE

This is where your journey begins. Gentle loping hills and green pastures are the order of the day. As per usual you are broken in gently and shown the basic gameplay elements. Make sure you examine everywhere, read all the help cubes that you can find and try to get 100 per cent first time through if you can!



## WORLD TWO

Into the forest of the island we venture and you'll meet the notorious shelled koopas from Mario's future here as well. Watch out for dropping platforms. One of the most annoying enemies in the game, Lakitu, makes an appearance too. You'll find it starts to get harder to find all the special items now too...



## WORLD THREE

Chances are you've never spanked a miyamoto monkey before. After exploring the jungles of Yoshi's Island here and meeting the marsupials just make sure you stay away from the local zoo. Head over to the secrets section for a sneaky way to beat the final boss.







## WORLD FOUR

The greenery of the last two worlds makes way for sunset deserts and plains. This is where balloons and timed platforms take the gameplay up a notch or two in terms of difficulty. The bosses require a little more lateral thinking than your basic stomp/egg moves too.



## WORLD FIVE

You're now entering the home straight and it's up to the snow capped mountains and skies we go. You'll be hitching rides with birds (but not in a good way) and jumping precision pixel-perfect leaps of faith. You'd better have perfected Yoshi's floating move by now...



## WORLD SIX

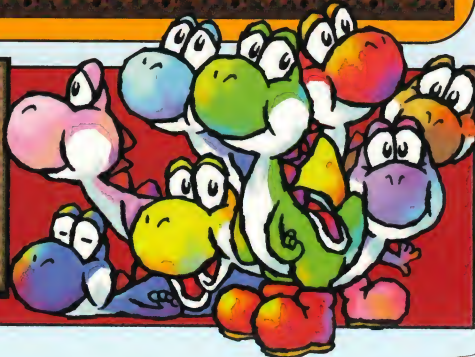
With the reign of Baby Koopa in tatters the Island takes on a diseased and barren look. Island enemies that were plump and healthy before are now more skeletal than Tara Palmer-Tompkinson. This is the pinnacle of the 2D platforming challenge and it will be some time before you are able unlock the extra levels here.



## SCORE

Here's where you can keep chart of your progress through the game. Every 100 points you notch up gains you an extra life, so aiming high will keep you safely 1-upped. Gain 100 per cent in all the levels in a world and you'll unlock GBA extras.

★	HIGH SCORE	...90	★
★	STARS	...30/30	→ 30pts
★	COINS	...20/20	→ 20pts
★	FLOWERS	...4/5	→ 40pts
	TOTAL POINTS	...90	pts





# MOSHI YOSHI

What's that you've just stumbled across? *Advance* knows.



## OBJECTS D'ART:

Here are some of the key objects that you're going to come across in the game:



**MESSAGE BLOCKS** – Hit these blocks for advice. Make sure you thoroughly examine all of these for tips not given in the manual.



**"?" CLOUD** – The same as the "?" blocks in *Super Mario Brothers*. Throw an egg at the cloud to gain extra starts or hidden stairways. The harder they are the better the prize.



**"!" SWITCHES** – Often unlocked by finding a hidden "?" cloud. You must step on these switches to reveal an arrow indicating previously hidden pipes to extra areas.



**PIPES** – Green pipes that allow Yoshi to enter into another area.



**KEY** – A large key to open up a locked door to a mini-battle.



**RED FLOWER** – Throw an unsuspecting enemy into one of these snap dragons and it will vomit out ten stars for you.



**MIDDLE RING** – The checkpoint of a stage of which there can often be more than one. It also adds ten stars to your timer.



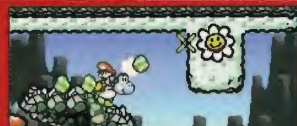
**FINAL RING** – Indicates the end of a level. The more flowers that you have collected the higher your chance of playing a mini-game in order to gain extra lives.

## ADVANCE TECHNIQUES:

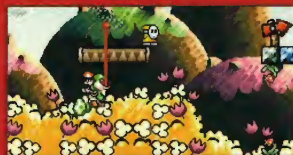
Essential techniques you must master to finish this game...



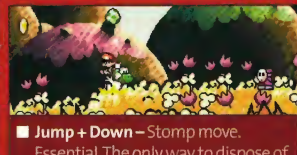
■ **Up + A Button** – Allows you to enter an overhead pipe.



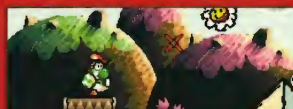
■ **L Button** – "Locks" the cursor when aiming with your eggs.



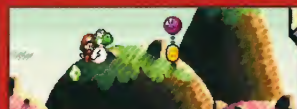
■ **Up + B Button** – Lick Upwards



■ **Jump + Down** – Stomp move. Essential. The only way to dispose of many enemies and Bosses.



■ **R Button** – Press this once to activate the aiming cursor. Press down to deactivate.



■ **A Button twice** – Float briefly. Can be used many times in succession for long falls.



■ **B Button** – Sticks out Yoshi's tongue. After you have an enemy in your mouth, press this again to spit them out or press down to swallow and lay an egg. Tip: If Yoshi can't eat an enemy, try stepping or throwing an egg at them.

## EGG-STRADORDINARY

There are four types of eggs Yoshi can throw. All can ricochet off walls to hit other enemies or grab items.



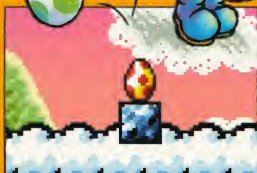
**GREEN** – Normal eggs. Hit an enemy and they'll be flying away.



**YELLOW** – Hit an enemy and gain a handful of yellow coins.



**RED** – Same as for the yellow egg but stars are your prize here



**FLASHING** – Vital for that 100 per cent record. Gains a red coin.





## CHEWING GUM ANYONE?



### NORMAL WATERMELON -

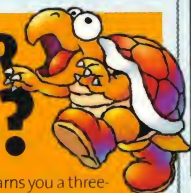
A green watermelon will enable you to shoot out the seeds for a short period of time. The monkeys in World 2 can also use these against you.

**FIRE WATERMELON** - Turn Yoshi into a dino-flame thrower. Only lasts for three shots though...

**ICE WATERMELON** - Makes Yoshi's breath as cold as ice. The antithesis of the Red Melon, this also lasts for three attempts alone.



## ANYONE PHONE FOR A MINI-GAME?



Finish any non-boss stage successfully and you'll get the chance to play for a mini-game on a roulette wheel. If the wheel stops on a Flower Petal, you're in there.

**PLAY YOUR CARDS RIGHT** - Pick a card, any card. Reveal an item and it's yours. Reveal Kamek and you win nothing. If you receive all the items without turning Kamek, you get a tidy bonus.

**SCRATCH AND MATCH** - You have three chances to play a scratch card lottery ticket. Scratch three Marios, receive a five-up. Score two Marios, you'll receive two-up, and one Mario will give you a one-up.

**ONE-ARMED BANDIT** - This is a Yoshi themed gambling machine. Match up three sevens in a row, you'll receive a five-

up, three Yoshi eggs earns you a three-up, three cherries earns you a two-up. If you get a Shy Guy, Starman, and Watermelon in this order, you'll receive a one-up.

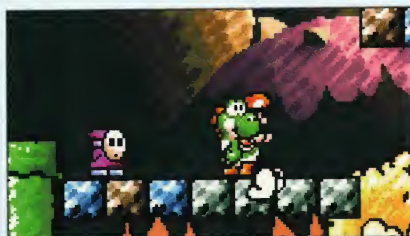
**ROULETTE** - Play this if you have more than one-up available. This is the only dangerous mini-game. You bet a certain number of lives; the roulette wheel spins and tells you if it will plus, minus or times the number you bet with the number you span. Get xo and you lose it all.

**MEMORY GAMES** - This is the easiest mini-game if you have a good memory. A set of cards will be revealed to you. Just take a quick glance and then the cards will flip over. Just match all the ones you remember. Make two mistakes and it's mini-game over.

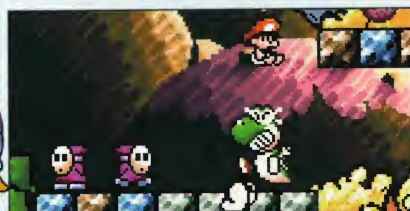


## YOSHI-MISS-YOU

Hit an unsuspecting enemy and you'll not lose a life...well, not just yet, that is...



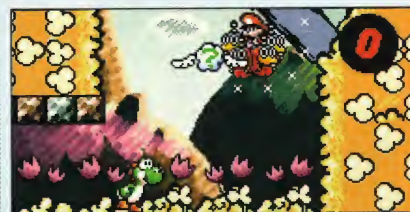
■ Here Yoshi's carelessly walked head on into a baddy.



■ Poor ickle Mario is lobbed into the air in a protective energy bubble.



■ Yoshi must attempt to reinstate said infant before...



■ Flying Koopas "happen to" arrive and take him away at the cost of one-up.



■ Lost Mario screen: If things get this far then you just lost a life. Try not to break your GBA...



# WORLD ONE

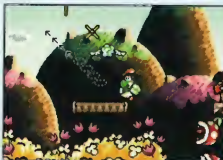
## STAR GRAZING

These red blossoms dilate and contract like a heaving chest. If you can aim an enemy to land inside its mouth you'll gain a few starts towards your final time.



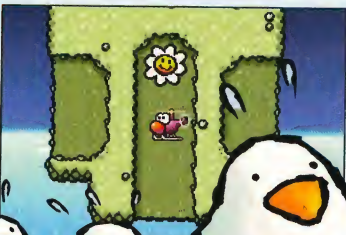
## WORLD 1 - LEVEL 1

Throw an egg into the first "?" Cloud you come to. Stairs will form from the egg and heading up will lead you to a Flower Petal as well as six red coins.



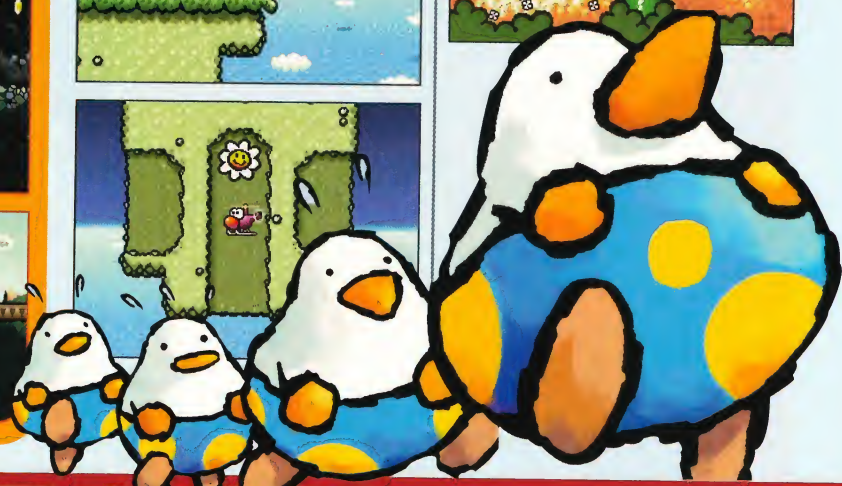
## WORLD 1 - LEVEL 2

When Yoshi morphs into a helicopter, stay high and check the walls for Flowers and Red Coins. It may take a few tries, but you can fly around as many times as you need to.



## WORLD 1 - LEVEL 3

Destroy the two flowers at the start of the level to reveal a ghost cloud containing an extra life.



## ENEMIES



★ **Shy Guy:** A basic enemy. Stomp or eat and make into an egg.



★ **Red Piranha:** Annoying plant that swallows you if you get caught. Do not jump on him. Egg death is the only way.



★ **Tap-Taps:** Only a Chomp Rock can destroy these enemies. Your only defense is to throw eggs at them. Stunning.



★ **Stilted shy-guy:** Street performing enemies? A well-timed stomp will dispose of these Idiots...in the game that is.



★ **Flower power shy-guy:** Despite his disguise, easily dispatched but watch jumping into those flowerbeds.



★ **Chomp:** These dog-like mouths will eat the ground. Watch for the shadow and get well out of the way.



## TOUCH FUZZY GET DIZZY

Watch out for these floating seeds touch one and Yoshi goes punch drunk, making the screen wobble and the characters hard to control. It's worth doing just the once though to see the marvellous graphical effect.



## WORLD 1 - LEVEL 5

Take your time with this level and everything will be fine. At the end of the level when you reach the section of donut platforms again, keep jumping so the donut platforms will not drop. As soon as the screen reveals a FLOWER PETAL embedded in dirt, use your eggs to grab it.



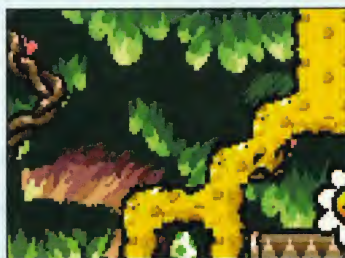
## WORLD 1 - LEVEL 6

Jump on the trampoline. At the very upper right hand corner there is a secret "?" Cloud containing a one-up.



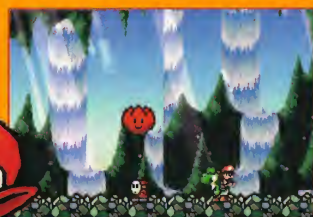
## WORLD 1 - LEVEL 7

First, don't pass up the Flashing Eggs near the locked door! Grab them and shoot them at enemies to get a Red Coin from each Egg. At the end of the level you'll see a log. Jump on to it and keep jumping until a small trampoline falls out. Once you're in this new area, head left. Move the boulder by walking right. As soon as you have enough room to push it to the right, you'll reveal a secret "?" Cloud. Egg it for a beanstalk that will lead to the last Red Coins you need.



## LOW STAKES

A favourite place for the developers to hide those elusive Red Coins is at the bottom of these stakes. Be sure to stomp everyone down fully.



★ **Chomper:** Sprout from seeds that float from the sky. Wait until it hits the ground before you gobble or miss an egg.



★ **Blob:** This enemy is your basic egg fodder.



★ **Humming flower:** Simply stomp the ground before she has a chance to petal you.





# WORLD TWO

## → WORLD 2 - LEVEL 1

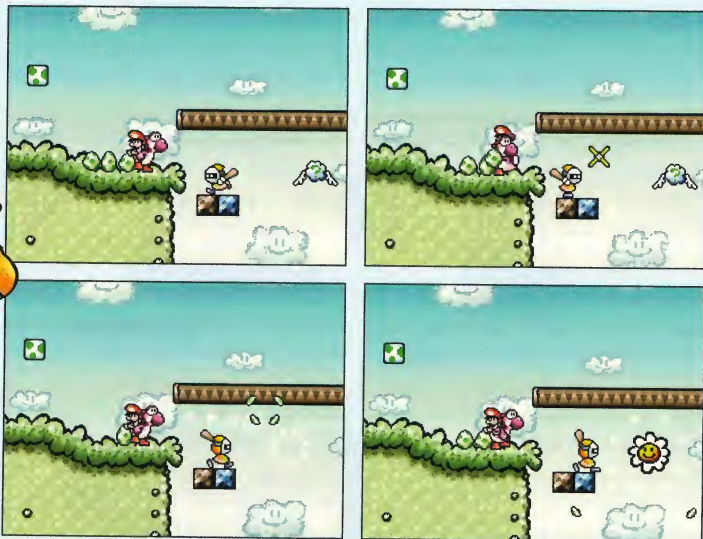
Toggle a secret "?" Cloud on top of the red arrow pointing right. Hit the switch, go to the right and go down. When you're down here, play around with the yellow goo on top. It's basically a sponge that allows Yoshi to stick in it for you to keep fluttering past the lava to gain about six one-ups. However, you have to cross back in order to continue with the stage. Touch the lava and game over...



**TIP** The bonus game on this level has the best item for you and the game is easy. A +10 or +20 star as a prize is something you might want to save up for the harder levels when you're trying to get a perfect score.

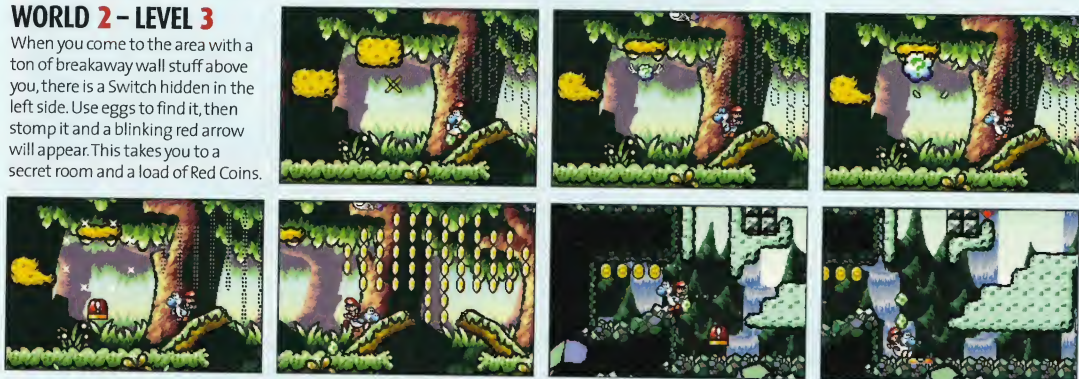
## ★ WORLD 2 - LEVEL 2

After the Middle Ring, you'll find a Winged Cloud under a long wooden platform being guarded by a Slugger. Shoot two eggs over the bat-wielder to pop the Cloud and collect the Flower. Flower.



## ★ WORLD 2 - LEVEL 3

When you come to the area with a ton of breakaway wall stuff above you, there is a Switch hidden in the left side. Use eggs to find it, then stomp it and a blinking red arrow will appear. This takes you to a secret room and a load of Red Coins.



## ENEMIES



★ **Goomba:** A smiley ghost creature that you can easily swat or stomp.



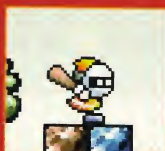
★ **Sumo shy guy:** Even more comedy when you see the size of the egg you get for digesting one of these guys...



★ **Koopa:** You'll recognise these. If you eat a koopa, you won't be able to digest them and make an egg. However, if you stomp the koopa from their shell, you can both make the koopa into an egg and use it as a projectile.



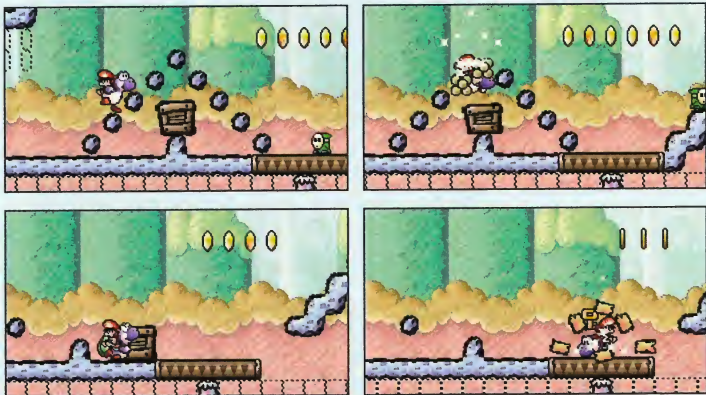
★ **Catcher and Batter:** A terrible duo are these baseball playing shy guys. Throw an egg and they'll bat it or catch it. Best to stomp here.





## WORLD 2 - LEVEL 5

To get the Key without falling to your grave, push the Crate onto solid ground before stomping it. To find all the Red Coins in this stage, make sure you pound the posts.



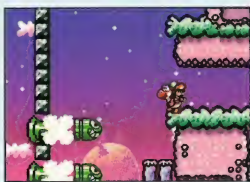
## WORLD 1 - LEVEL 6

To the left of the middle ring are three Red Coins. Now clear the ground near the middle ring for a secret "?" Cloud. Enter the door that spawns out from the cloud for four Red Coins and a Flower Petal.



## WORLD 2 - LEVEL 7

Here you'll encounter Bullet Bills that fly towards you. You can eat them if you want but it's better if you jump on them and catch a lift. You can actually go up and grab that one-up in the "?" Cloud now.



★ **Lakitu:** Commands a cloud like a flying carpet whilst throwing stuff at Yoshi. If you eat his cloud he'll fall off screen. If you stomp on him you can steal his cloud and ride it yourself. Be warned though, it will dissipate after awhile.



## SUPER MARIO

More than once in the game you'll have the chance to take control of an invincible flying Mario. The key here is largely to be fast. There is often a trail of these superhero-inducing-stars to be followed and you'll need speed to make the target.





# WORLD THREE

## WORLD 3 - LEVEL 1

There are no real secrets or hard-to-find items in this area. However, lots of the stakes hide Red Coins so be sure to stomp each one.

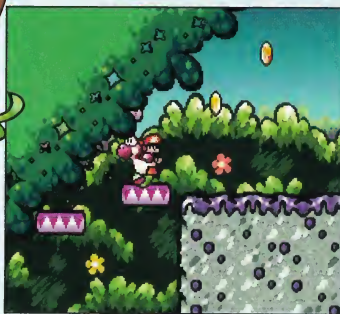
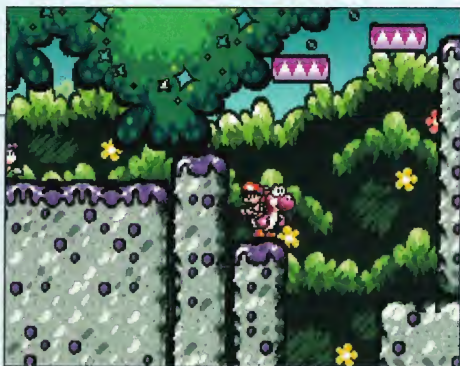
### MONKEY BUSINESS

Monkeys are frustrating at the best of times, none more so than when they have access to a melon. Scan the treetops as you traverse this level and eat every melon you come across. Should a monkey get there first then he'll spit those pips at you in return. Scare a spitting monkey off and the half-eaten melon will be yours for the taking.



## WORLD 3 - LEVEL 2

When you reach the paddle wheel lift that is partially hidden by a tree, walk left past the Egg-Plant to find two Red Coins. Fly onto the spinning wheel and jump up and left into the tree. You will find a hidden area with four Red Coins and a balloon-toss mini-battle bonus game.



## WORLD 3 - LEVEL 3

Near the start of the level past the first three enemies you'll climb a hill and see a post. Look up for a "?" Cloud that holds a Flower Petal.



### ENEMIES



★ **Piranha:** Watch out as these leap from the water at you.



★ **Monkeys:** Pesky and annoying, these enemies will swing, spit and grab at you.



★ **Crabs:** Frustrating. The tiresome crab takes three hard-earned eggs to beat.



★ **Frog:** This amphibian can only be eaten: everything else just stuns them.



★ **Jelly Face:** This big boss nasty will try to eat your behind. Watch for its teeth.





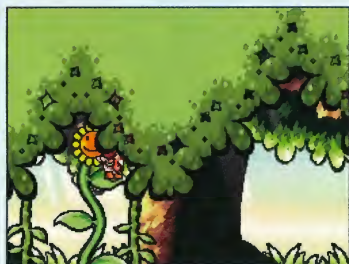
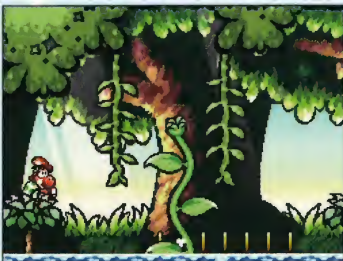
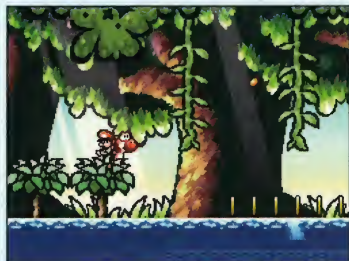
### WORLD 3 - LEVEL 5

After the part with absolutely tons of vines, you will come to a treetop-to-treetop jumping area. When you reach the stone platform, walk off the left edge and then shoot to grab the final Flower Petal.



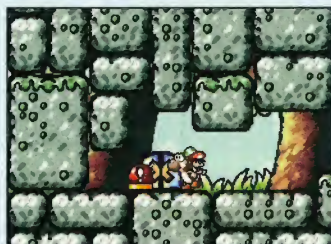
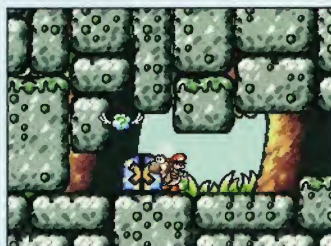
### WORLD 3 - LEVEL 7

The second Beanstalk you sprout leads up into the foliage. Get on the top of the Beanstalk and jump to the right to find a hidden area that contains both Red Coins and a Flower.



### WORLD 3 - LEVEL 6

At the end of the level when you're back outside, head right and look up when you start seeing eggs drop down. Pop the cloud for a staircase but head back left. Jump on top of the door for a secret "?" Cloud and then hit the "!" Switch.

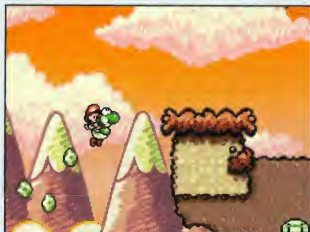
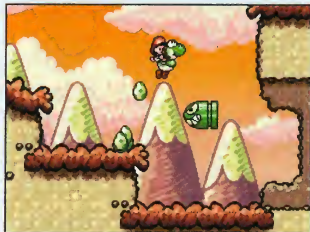




# WORLD FOUR

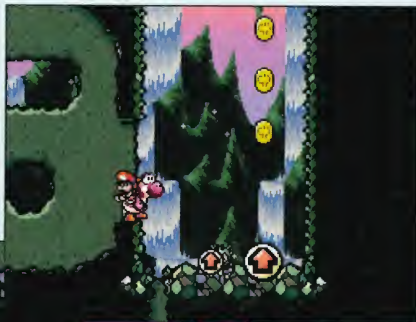
## WORLD 4 - LEVEL 1

When you reach the cannon zone, filled with Bullet Bills, jump on one of them from the first cannon and then head up to the ledge with a secret "?" Cloud.



## WORLD 4 - LEVEL 2

At the beginning of the level go right and jump on the trampoline. When you jump on this one, don't jump too high; jump only to reach a small entrance to a tunnel about mid-way. You'll find a crate inside with a "?" Cloud holding a Flower Petal.



## ENEMIES



★ **Bandits:** Highly annoying. They will be hiding in the crystal foreground trying to wreck your star score.



★ **Goomba:** A design classic, this little guy has been around since Mario first hit the Famicom...

## WORLD 4 - LEVEL 3

At the final ring before the end of the level make a choice. For lots of one-ups and coins, head down. For that 100 point score, head up.





### WORLD 4 - LEVEL 5

When you find a beige block sitting on some spikes, pound it a couple of times. This will flatten it out, allowing you to get the five Red Coins on the left. Whenever you find a Chomp Rock, push it as far as you can. Without it, you won't be able to reach all of the Flowers.



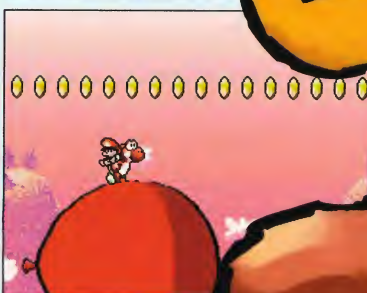
### WORLD 4 - LEVEL 6

From the start, go to the right and into the water. When you hit the water press down and then, during the brief second that Yoshi is completely underwater, swim left. You'll emerge on the other side of the wall, where you can find a Red Coin.



### WORLD 4 - LEVEL 7

About one-fourth of the way through this stage you'll find a vertical line of three Coins. Shoot an egg lined up with the Coins and a Spring Ball will fall at your feet. Hop off it to find a bonus area with tons of Coins. When you return from the bonus area, get the helicopter thing if you want, but hug the ground for five Red Coins and a Flower.

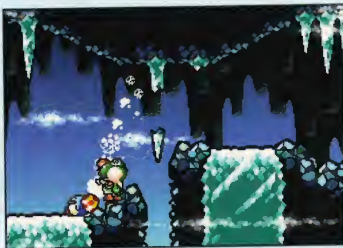




# WORLD FIVE

## → WORLD 5 - LEVEL 1

Get a cloud off a Lakitu. There's a pipe only accessible by cloud towards the end of the level. If an icicle is in your way, break it off with an egg. Other icicles fall when Yoshi gets close. Be aware!



## WORLD 5 - LEVEL 2

A pitiful excuse for a secret area. Midway through the level hit the "?" Cloud for a "1" Switch and go down to the right. All you do is grab a Starman and hit the red block for coins. When you're done, exit the pipe and head right.



## WORLD 5 - LEVEL 3

You can melt the big, clear ice blocks by eating a Red Melon and using your newly acquired fire-breath on them. There aren't a lot of Red Melons, and you only get three blasts per melon, so be sure to hold your breath...



## ENEMIES



★ **Penguin:** An annoying ice world enemy. You'll really bounce off these so stay away.



★ **The Goonies:** There are three types of Goonies. One type is the flying one. They can also drop bombs and Shy Guys. The second type is just the head running around. The third kind is a fat Goonie rolling around. They usually come out of the bushy grass and surprise you.



## WORLD 5 - LEVEL 5

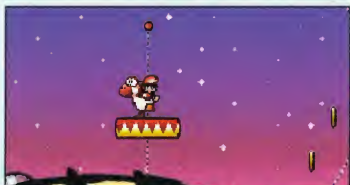
It would never make a great war-cry but it's solid advice nonetheless: kill all the penguins for a flower.

## WORLD 5 - LEVEL 6

This is an auto-scrolling level so it's fairly straightforward but also extremely tough. Expect to lose a lot of lives here...

## WORLD 5 - LEVEL 7

Lots of the Red Coins in this level are in plain sight, but some are tricky. After the green Paddle Wheel falls down you'll have to jump onto a yellow platform. Ride on that for approximately two seconds, and when you see a Raven, immediately jump over it onto the red platform. That will send you up and to the left where you'll be able to get two Red Coins very easily, and it'll then take you back to that yellow platform.





# WORLD SIX



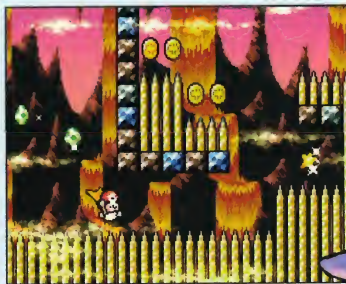
## WORLD 6 - LEVEL 1

At the start of the level, when you reach the section with a platform suspended in air between two sets of three coins (with a Red Coin in the center), hit the secret "?" Cloud on the platform to uncover a "!" Switch. Head left and enter the ground.



## WORLD 6 - LEVEL 2

There's a very long Starman section in the second half of this level. You're going to need all the skill and speed you can muster so push down on that B button for maximum speed.

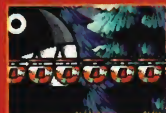


## WORLD 6 - LEVEL 3

Grab all the Red Coins by jumping on the Para-Koopas. After you pass the stakes with the Fuzzies, pound the stake for a Red Coin. Then grab the flower at the end of the section.



## ENEMIES



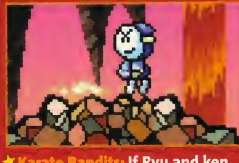
★ **Chomp:** You meet again, and this time he's hungry...



★ **Ghosts:** The phrase "RUN, Ghost!!" works quite well in this context.



★ **Masked Shy guys:** A lot less cute and much more frightening than their cousins...



★ **Karate Bandits:** If Ryu and Ken ever made it into a Mario game then they'd look like these guys. Witness the mini shoryukens!



★ **Skeleton Rats:** They look like regular rats but... skeletal. It's a theme oft repeated in this world so we'll leave the descriptions there.

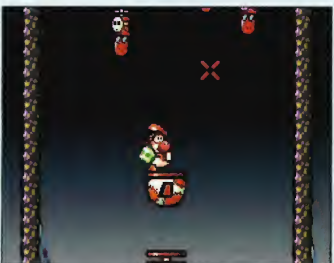


## WORLD 6 - LEVEL 5

A tough scrolling level. Make sure you follow the direction of the scroll and be on a lookout for flying Shy Guys with Red Coins. The four posts at the end of the stage each hides a Red Coin.

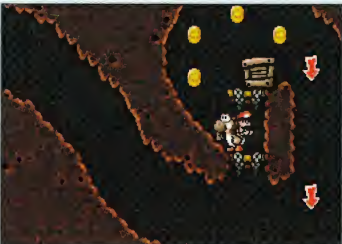
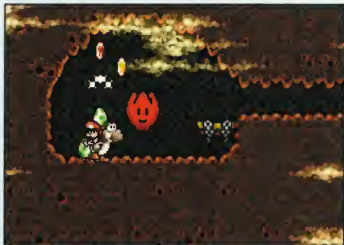
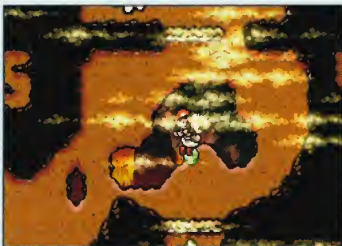
## WORLD 6 - LEVEL 7

Head right and keep moving. A Chomp is right on your tail. When you reach the top with the platform that has a four, jump up. There are three Shy Guys with 3 Red Coins at the top. Because you can only stand on the one platforms once, hit them with your eggs and swallow the Coins. Go back down and head left.



## WORLD 6 - LEVEL 6

There are two sides to this level. On the orange side, when you find yourself between numbers six and three, shoot an egg straight up to release a Spring Ball. Spring up as far as you can for a Flower and two Red Coins. On the dark side, left of the number two, above the door you'll find two Red Coins and a Winged Cloud containing a Flower. You'll have to bank two eggs up the skinny tunnels — one to pop the Winged Cloud, and the other to collect the Flower. This one may take you a while.





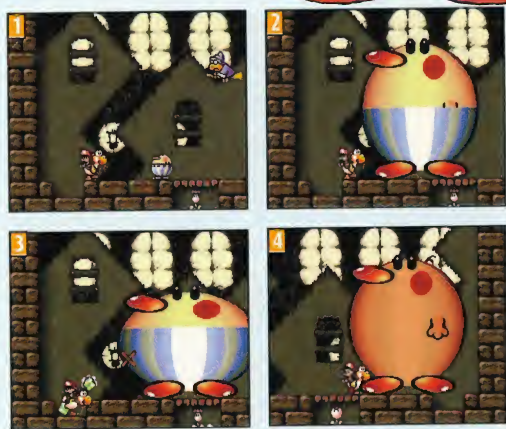
# BOSS-EYED (MINI-BOSSSES)

These bad boys are waiting for you. Here's what to do...



## BURT THE BASHFUL

**D**esperately simple, this will require very little effort on your part. All you need do is chuck an egg at Burt and his pants will fall an inch or two. There are two trenches either side of the boss so take cover and stock up on eggs from the dispenser. Five hits will finish him, and reveal his stark-naked body.



## BIGGER BOO

**A** throw back to the *Super Mario World* Big Boo fight, you must blast the unfriendly ghost with your eggs. However, turn toward him and Boo will cover in fear rendering him invincible. So ricochet your eggs off the wall and right into Boo's face. Every time you hit him, Bigger Boo will grow larger until he takes over most of the arena. Five hits will do the trick.



## PRINCE FROGGY

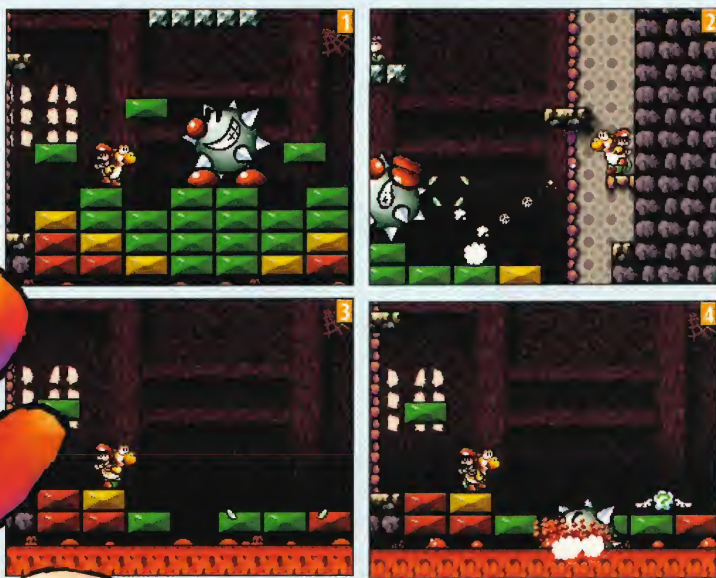
**A**s the battle begins, Kamek will shrink Yoshi to the size of a fly and Prince Froggy duly gobbles you up. This serves to provide a stomach complete with uvula for you to take up arms in. Simply catch the enemies that the Prince swallows as they fall into his stomach, turn them into eggs and fire them at the dangly bit above. Stay directly under the uvula to avoid the drops of stomach acid that rain upon you from overhead. Eight hits and you'll be regurgitated ready to move on.





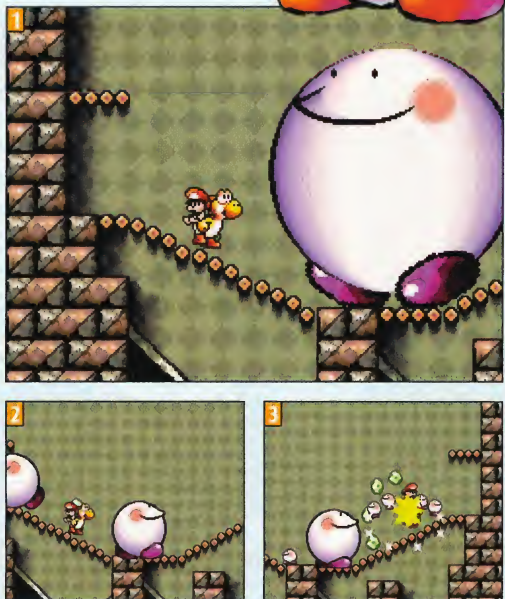
## TAP TAP THE RED NOSE

The final mini-boss isn't as tough as one might imagine. The keener eyed amongst you will have noticed the "breakout" blocks littered throughout the game. Here you must avoid Tap Tap and fire eggs at the blocks until they disintegrate. Then lure Tap Tap into the hole you've made, so he jumps straight into the waiting lava.



## MARCHING MIDDLE

Easy. Stomp on Milde's head and she'll divide into two smaller blobs. Continue the process until there's nothing left of her...



## SLUGGY THE UNSHAVEN

Prepare by stocking up on eggs using the dispenser to the left. Sluggy, surprisingly enough, is a very large slug. Although he will never attack directly, he will try to push you into the water. You will notice Sluggy's heart lurking inside his osmotic body straight away. Throw an egg at said frame and you will make an indent. Repeat process and you will hit his heart. Repeat this process three times and you'll be on your way.

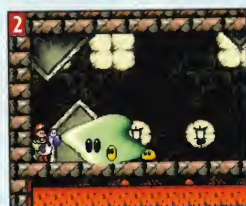
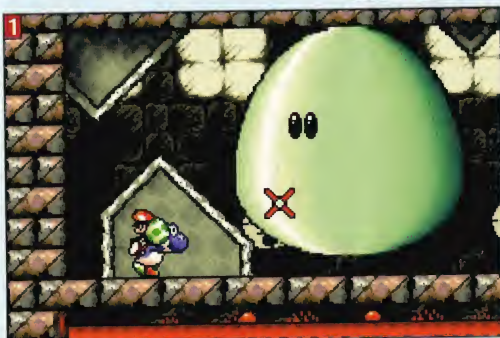




# BOSS-EYED CONT. (MAXI-BOSSES)

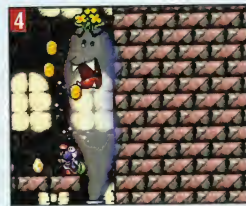
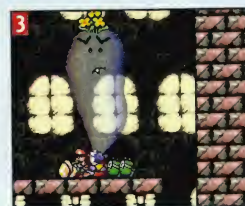
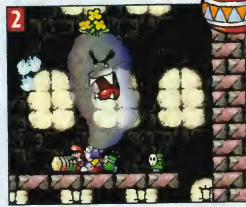
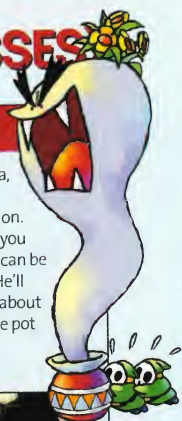
## → SALVO THE SLIME

**V**ery easy. Stick to the left of the screen, fire eggs at Salvo and eat up the slime he drops to create more eggs. Repeat until he's finished...



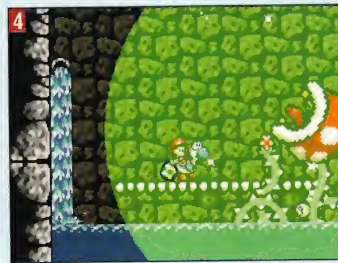
## ROGER THE POTTED GHOST

**R**oger is potted in the sense that he lives in terracotta, that's all. You must endeavour to push his humble abode over the side of the ledge you're all standing on. Two Shy Guy cronies are on the right to assist Roger. Once you begin pushing the pot, Roger will take a swipe at you. This can be dangerous, but all you need do is duck out of harms way. He'll also spit blue flames, but only take evasive action if one is about to make contact with you. Make sure you keep pushing the pot at all times as the Shy Guys will try to push the pot back towards you if you are not persistent.



## NAVAL PIRANHA

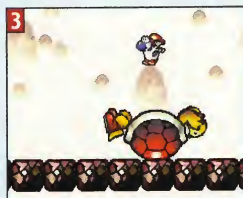
**T**he bosses get harder now. The agitated plant will take residence in the water where you will spot a bandaged bruise on his chest. The skill here is to bounce your eggs off the wall into the water where they will skip towards his hurting appendage. This sounds easy but he is highly aggressive, so speed is of the essence. If you need eggs you'll have to wait for the spores to settle to be able to eat the nipper plants that grow. Also, every now and then the plant will charge headlong across the Arena. Keep your eyes alert and you'll be ok.





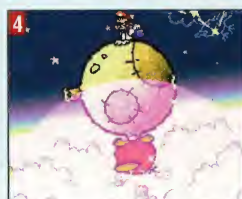
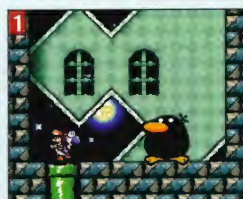
## HOOKBILL THE KOOPA

**T**ime to get a little more creative with your technique. Jump on the enlarged Koopa to get him to cough up some eggs for you. Throw an egg at his face and he'll stand up. Then throw a couple more eggs but always towards the top of his head. Slowly but surely he will topple backwards. For the final part of the master plan, stomp on his upturned belly. Repeat the process twice and you'll be there.



## RAPHAEL THE RAVEN

**T**his boss is difficult because he's very different. The battle takes place on a small globe object. There are two stakes on the globe which can be stomped on. When Raphael is on the opposite side of the globe to a stake, all you need do is stomp your end. The stake will then shoot out the other side of the sphere, wounding the crow in the nether regions. This must be carried out two more times, with the crow becoming, understandably, redder and more agitated, and then you're on your way to the final world.



## BABY BOWSER

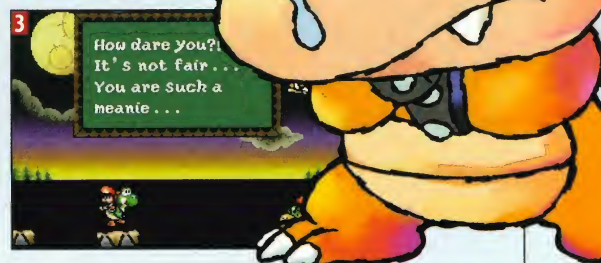
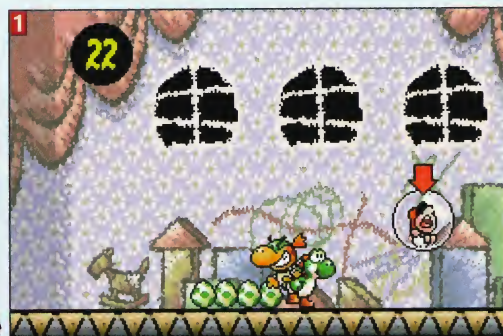
**B**aby Bowser, ever jealous of Mario and his friends, decides he wants a ride on our diminutive dino. He'll try to stomp right onto Yoshi's saddle. If he misses, the resulting tremor from the lardy turtle will be deadly for our heroes. However, Yoshi can fight fire with fire. Let Baby Bowser begin a stomp and then get right beside him and return the favour. If done correctly you should send out a shockwave that will hit the spoilt nemesis before he has a chance to dodge it. Three hits will finish him and lull you into thinking it's all over...

However, Kamek has other plans and, in a rather predictable pattern for a serial sorcerer, rushes in on his broom to inflate Bowser to adult proportions.

As the battle begins, Bowser will summon boulders to rain down. Luckily the red arrows indicate the exact places the boulders will fall so do the sensible thing and get out the way.

Bowser begins walking towards you firing off a fireball every three and a half steps. These can be easily dodged by a single jump.

You should have picked up a giant red egg that's floating around you. When Bowser gets close activate your crosshair, line it up with Bowser's head and unleash the unborn chicken. Bowser will go for a second boulder attack so avoid the arrows and get to the center platform and don't move. Once you've survived Bowser's second boulder attack he will begin to run toward Yoshi. Throw another egg at him. You must do this a total of four times whilst keeping him from jumping onto your platform. If you succeed then it's on to the extra levels...





# CHAMBER OF SECRETS

Secret levels ahoy! You've made it this far. Now what?

## PERFECT MOMENT SECRET LEVELS

**Y**ou'll be well aware by now that when you complete a level you are given a score out of 100. If you can complete all eight levels you will unlock the much desired extra two levels. Score 100 in each of these and the word PERFECT will appear briefly on the level selection screen, and a star will then appear next to the title in the game selection screen and in the title screen for Yoshi's Island.

Although not really a secret, if you can complete the whole game with all of its extra levels perfectly you will

earn a total of six stars, showing you are truly a black belt of the 2D platformers.

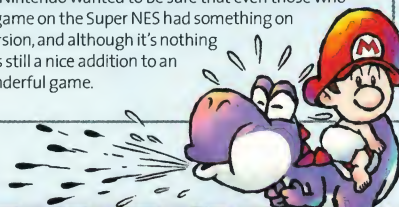
If you do manage the legendary grand total of 6,000 points available in the game a secret ending scene will be triggered, showing a group of prancing Yoshis and a message that will say you're the (insert number here)'th Yoshi to visit Yoshi's Island. Allegedly, the number shown reveals the number of lives you've used to get to the end of your quest

**S**ecret levels aren't exceptionally tough, and certainly not as hard as the horrifyingly difficult extra levels. Still, they will require you to play through them a few times in order to discover every secret, for they present a selection of conundrums that will make you scratch your head. And, let's face it, secret level six is hard. It features a series of traps, pits, and spikes that's unmatched by almost every other level in the game. But, apart from that, the secret levels can also be fun. Nintendo wanted to be sure that even those who played the game on the Super NES had something on this new version, and although it's nothing to die for, it's still a nice addition to an already wonderful game.

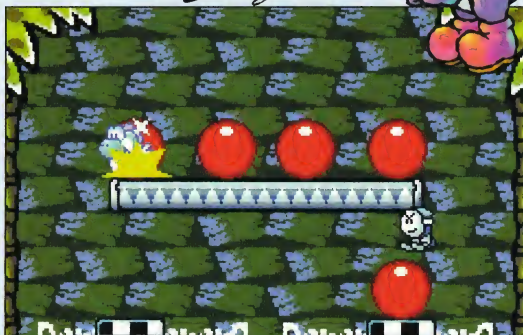


## FIGHT CLUB

When you enter locked doors, a Mini-Battle will begin. If you're successful in beating your adversary, you will win special items or one-ups.



**FIGHT 1: Throwing Balloons**—a window at the top will appear, showing you a sequence of buttons you must input. Whoever holds the balloon when it bursts loses.



**FIGHT 2: Popping Balloons**—stomp the balloons in order to find the star. Whoever finds it first wins.



**FIGHT 3: Spitting Watermelon Seeds**—eat the watermelons and spit them out at your foe. Whoever reaches zero life first loses.



**FIGHT 4: Gathering Coins**—collect as many coins as you can in order to win the game.

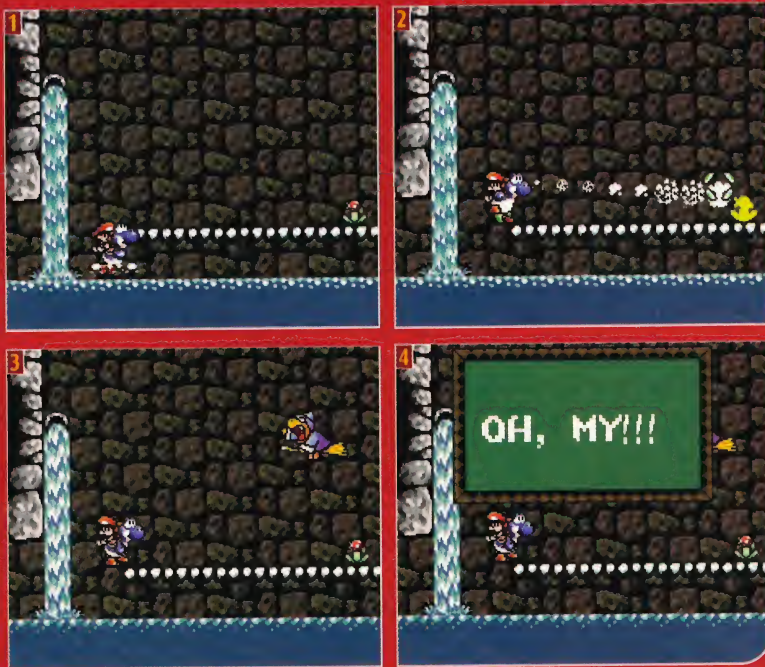


# ONE HIT WONDER

Not a comment on the future hopes of the current crop of *Popstars* and *Fame Academy* students, or a biography of a particularly lucky boxer, but rather a sneaky way to ensure that you take no damage from the demanding boss Naval Piranha, or to beat the level quickly.

In World 3-8, when you're swimming towards the boss battle, you'll see a long, skinny platform made out of circles, with a small Piranha Plant at the other end. At this point, if you go too far to the right, Kamek will appear and enlarge the Piranha Plant, which is not what we want to do.

Stand on the first circle of the platform (anything past that will trigger the boss battle sequence), and hit the small plant with an egg. Kamek will appear and then say "OH, MY!!!" and then the plant will explode—excellent.



## BUT THERE'S MORE THAN ONE WAY TO ACCESS THESE LITTLE BATTLES...

When you start World 5-4, immediately enter the door on your left. In that room, kill off the Chain Chomp with a Winged Cloud Maker from your item inventory (Pause screen). Enter the secret door that appears and hit the Message Block to learn the Bonus Stages code listed below.

This then allows you to practice the bonus games. It also allows you to

play a couple of two-player "vs. mode" games.

On any stage selection screen, while pointing to a stage with the cursor, and while holding Select, press L, L, B, A, R.

If you enter the code correctly a new menu will appear with several mini-games to choose from. You'll need to enter the code every time you choose to play these games.







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## Feedback

Advance Magazine  
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★ A girl with a GBA yesterday.



A typhoon of musings, murmurings and opinions mixed into head-pudding for your eyes. Letters then



★ Complicated controls, Alexander? Take a look at this picture. Now look at your GBA.

## SIZE IS ALL

I've been given a GBA and I've gone out and bought the best games. *Harry Potter* – Is *The Lord of the Rings* going to be similar? *Mario Kart* – Truly spectacular graphics. I completed it thanks to your brilliant map guide. *Ecks Vs Sever* – bad name, brilliant game. I think it's better than *Doom* because *Doom*'s too bloody. *Advance Wars* – the best game ever. I'm debating buying *Tony Hawk's 2* or *3*. Is it worth the extra £5? Is *F-14 Tomcat* worth buying? It looks a good game but as you said, "the controls are complex." I hate complicated controls.

I think the magazine is ace, just the right size.

ALEXANDER BAILEY  
FULHAM



So many queries, so little space. Here be your answers. No – *Potter* and *Rings* aren't particularly similar, unless you count the penchant both have for all things runeful and magik dipped. *Tony Hawk's 2* or *3*? We would say nonsense to the pair of them, get *Tony Hawk's 4* instead and be at the very cusp of the vert world. *F-14 Tomcat*?

We rather liked it, so feel free to give it a go. If flight-sims are your bag, you won't get much better on the GBA. Just for the record, we hate complicated controls too.

## LADIES LOVE COOL GAMES

Although I'm a girl I absolutely loved your first two magazines. To prove to you that *Advance* is not just for boys let me tell you that I was the first in my class (year six) to get the first issue of *Advance* and the first in my class to get a GBA and all the boys were so jealous of me. But the next month I wanted your magazine I was devastated because I could not find it. I kept searching and when I eventually found it I managed to persuade my mum to buy it for me because it's totally brilliant. Do you realise that your number one fan is a girl?

JASMINE DIADOUDI  
NEWPORT



It is truly refreshing to hear from an actual human lady who's down with the GBA. It certainly confounds any bubble-brained clot-fools who reckon that gaming's only enjoyed by fellas. All power to you young femmi-gamer. And just to clear up your whole went-to-the-shop-but-couldn't-find-the-magazine dilemma? *Advance* is published quarterly not monthly. So while you may have to wait a little longer for your next dose of hyper-groovy GBA pamphlet, you can be totally sure when *Advance* hits the shelves it's got all the GBA info you will need for at least three months.

## THE PRICE IS WRONG

I think *Advance* is great but the price is absurd. You can buy two of the exact same batteries in Argos for 60p. I bet your printing doesn't cost £2.90 per magazine. If someone gets £2.00 pocket money a week and buys four issues a year that would be about 14% of their annual pocket money. If you made it £2.00 an issue that would only be less than 8% of their annual pocket money. I know that you really need to make a profit but I think if you lowered the price more people would buy it so you would make a better profit.

Say if you sold 10,000 at £3.50, that would make £35,000, but if you reduced the price to £2.50 and 20,000 people bought it you would make £50,000. That would be a 43% profit.

Please reconsider your price.

YOUR SKINTFULLY  
PETER GOULD



Your grasp of the dark mathematical arts is profound young Peter. However, you must remember that just because something is cheaper, it doesn't necessarily mean more people will buy it. If there is a sale on liver at the supermarket, but you can't stand the taste of liver, one is unlikely to load up their shopping cart with buckets



★ Two of these batteries cost 60p in Argos, apparently, so says Peter. Fascinating, eh?





★ The GBA TV adaptor which featured in *Advance* issue 1. Sadly, this Kenco model is never gonna happen.

of the foul tasting organ. Trust us Peter, we bring the magazine in at the very lowest price humanly conceivable, and in doing so the poor staff must live solely on rusks and rainwater. We do it for love Peter. Love for people like you. And look, you've got batteries this time too. Really Peter, what do you want? However, while we have your attention, may we recommend you consider a career in accountancy. You'll make some pocket money then.

## SQUARE EYES

In issue one you had a write up about the TV Boy. I have issue two also and was disappointed not to find any more news about the TV Boy. Have you heard any more information from Kenco about when it will be on sale and how much it will cost?

MARC WALSH  
HERTS



Sadly the Kenco TV Boy never emerged – too busy making coffee presumably.

However, if you'd like to cast your eyes to page 16 you will find the equally exciting Blaze TV Tuner. We're giving five of the babies away to five lucky readers so make haste and every day can be a day of maximum TV viewage. Get in!

## POINT SCORING

I thought I would drop you a line to offer my salutations and congratulations on your fab magazine. The smaller format caught my eye immediately. It fits perfectly with the GBA's whole portable ethic and I found the writing and presentation throughout the magazine to be a cut above the rest of the GBA magazines that litter the shelves. The reviews are all thorough and well thought out and the tips are clear and concise.

Anyway, enough blatant fawning. Do you have any plans for a hi-score club like the one in your sister publication *NGC*? The GBA does, after all, lend itself very well to that sort of thing.

JOHN DAVEY



Cheers for the back-slapping words John. We don't really have any plans for such a thing simply because *Advance* comes out

quarterly and it wouldn't remain topical enough. People would look at our efforts after a period of months and laugh and point at the magazine and claim we're rubbish and it would hurt, John. It would hurt. We would be roundly dismissed as fops and fancies and never invited round to tea. If you disagree, John, may we humbly suggest that, should one be under the misconception that one is hard enough, one might be encouraged perchance to have a go.

## BIG PROPS

Your magazine is absolutely wicked. I'd give it 1000 per cent out of 1000 per cent. (That's a lot of per cent – ed.) I'm a huge fan of *Game Boy Advance*. I would really like to get a GBA myself. I hear that it is able to surf the internet and I also hear that *Advance Wars* is the best game that is currently available on the GBA? Would you say that this is true?

AMAR TEDANAH  
MILTON KEYNES



*Advance Wars* may well be the best game yet. It all depends on your preference of course, but, as far as we're concerned, it

certainly takes some beating. We're very much afraid that your GBA on-line musings are the stuff of madness. Were you to have made such suggestions during the 17th century you would have certainly been tied to a sofa and chucked in an ox-bow lake. Your words are heresy pure and simple. Like Charlie, the GBA simply don't surf.



★ Shorts and spanners. It's a good look.

## OFF CUTS

"I play GBA under my sheets with a torch when mum and dad think I'm sleeping."  
David Reynolds

"*Advance Wars* is nails. I can't finish it and am going to give up."  
Sally Yeoman

"I bought *Mortal Kombat Advance*. I am worthless and a fool."  
John Oaks

"*Mario Kart* is better than sex. At least I imagine it is."  
Ian Watts

"Backlight shmacklight. I never have any problems seeing the screen. Having said that, I do live on the sun."  
Alien 8

"Your magazine fits perfectly in my handbag."  
Alan Harris

"I love *Prehistorik Man*. It should be a film. With Vin Diesel."  
Bob Toast



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Due to the moderate popularity of *Wicker Chair Advance*, the sequel *Wicker Chair 2* is upon you. For all its familiarity, *Wicker* still has plenty of surprises. *Wicker* – literally, “to weave” – was discovered 2000 years past. Coming up to date to now-times the game will let you fashion four chair styles from up-to-the-minute reeds like the Rattan Vine.

Like Tramps? *Tramp Liker* will let you design and look after your own vagrant in real-time. Make him soup, wash his old coat, dab his constantly perspiring forehead. It'll even wake you up at night when he's shat his breeks. Loveable old soak!

With *Shoe Craft* you can enter the exciting and nerve racking world of contemporary cobblering. Design and construct a fully unreal pair of gentleman's footwear from a range that includes the Hunting Derby, a Business Brogue and a Red Indian Moccasin. Remember though, brown's not for the town!

Lesbocity is not a dirty word. So get right on sister with *Lesbian Family Values*. Battle bureaucrats in a bid to wed and adopt a daughter, while remaining oblivious to the loud tutting of passers by. Also in the range is *Sermon Giver*. It's a bit dull that one actually.

## THREE OF THE MONKEYS LOVE 'EM!

“I used to like shooting aliens, now I love wicker.”  
Davey Jones Stafford



“Fighting games go away, I want to bath tramps.”  
Mike Nesmith Crewe



“I like lesbians.”  
Micky Dolenz Poole



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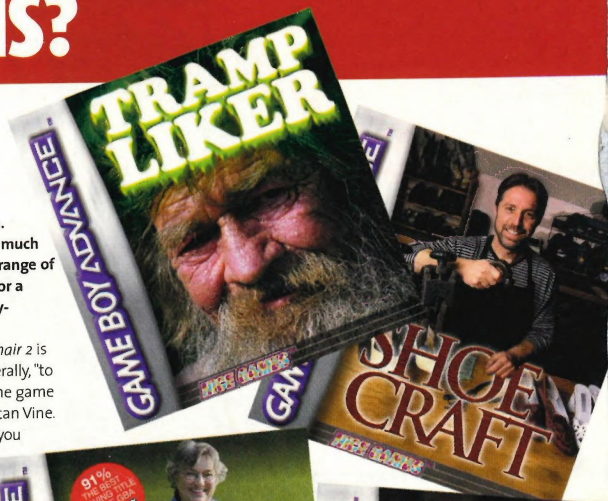
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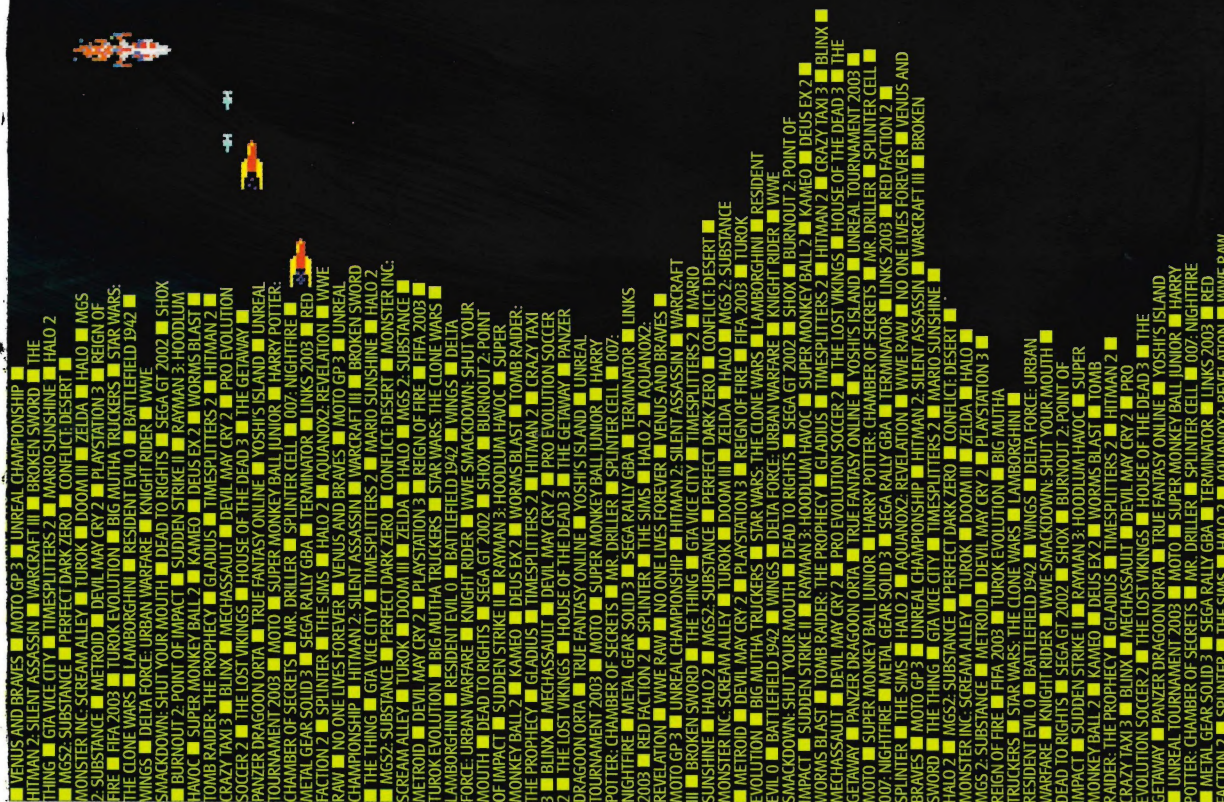




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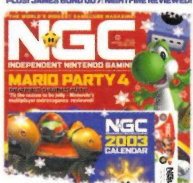


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